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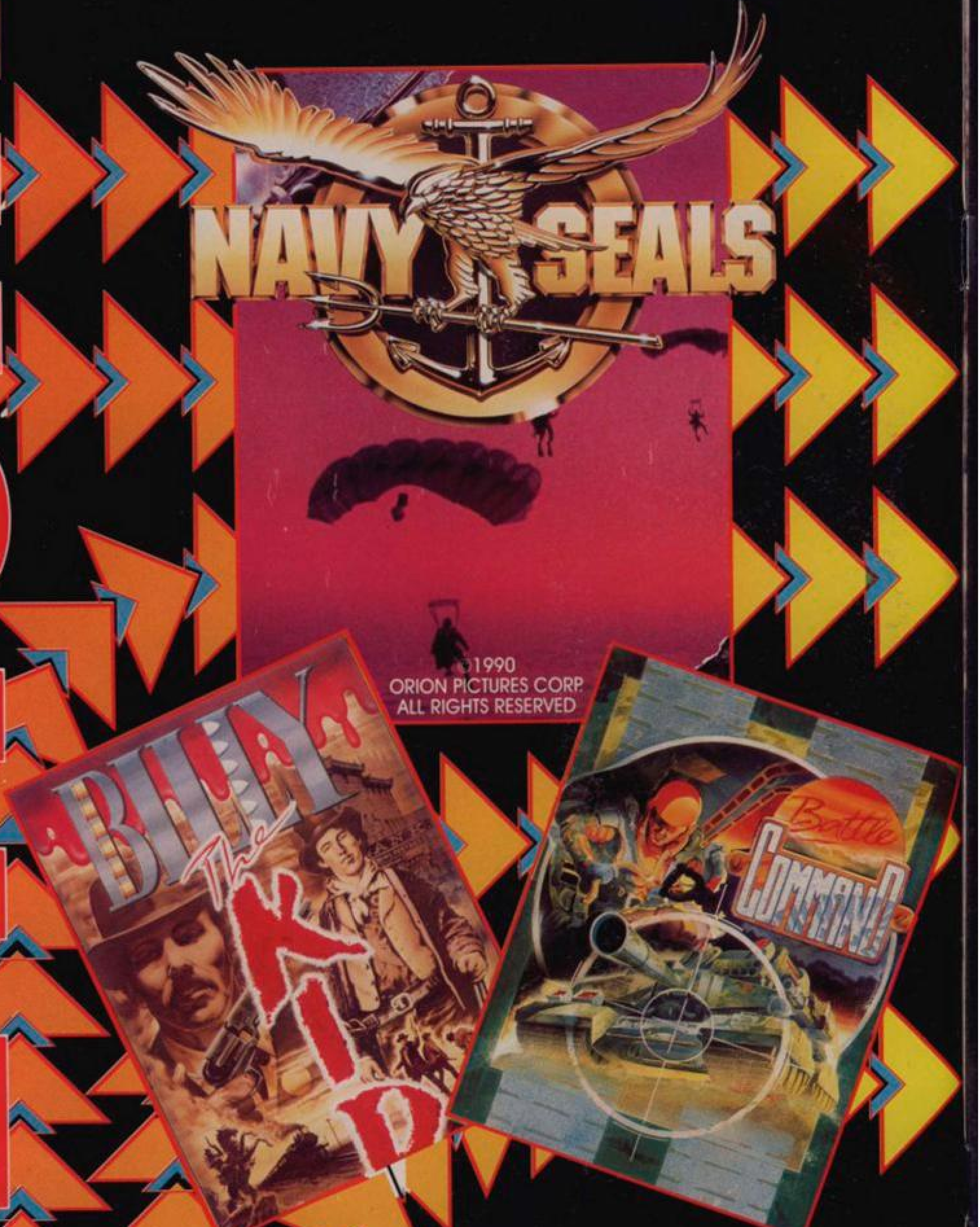
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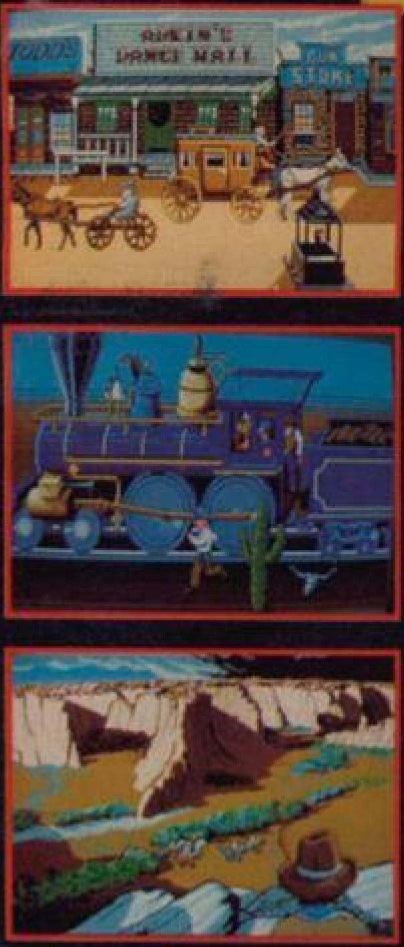

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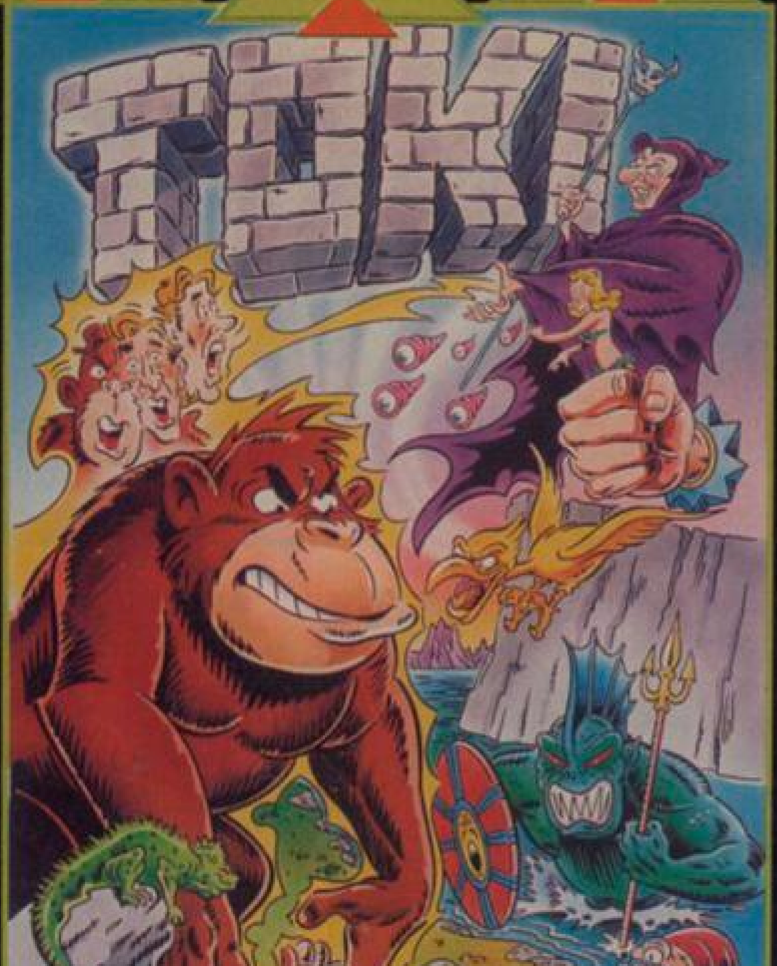

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KOOKY KOMPO KORNER

HOTLINES OFF THE BOW, CAP'N! 20

Har, har, Jim lad, there be treasure to be won with them there hotlines - includin' yet another Super Famicom! Well, shiver me timbers!

BYTESIZE

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EDITOR
TIM BOONE

Formerly a bit of a snappy dude. Tim tried turning up for work in a tie and his credibility rating hit an instant zero. What with doing his back in lugging an arcade cabinet up *four flights of stairs*, diving onto the fire escape for a crafty tab every now and then and wearing a mouldy old T-shirt, he now fits in fine!

YOB'S MAILBAG 22

Once more into the sack, dear friends - the mailsack, that is. YOB, that despot of the letters page, is out to shock and insult another batch of hapless readers! Will it be you?

ED FIRST 6

Our brand new Editor, Tim Boone, muses over life, the universe, chocolate fingers, various comings and goings and, erm, everything!

NEWS 8

Musical malarkey on the NES with the new Miracle keyboard from The Software Toolworks, electronic battlefield action with Falcon 3.0. Rolling Thunder II - the coin-op and more on the now-official Game Gear! Where else could you find all this but CVG News?

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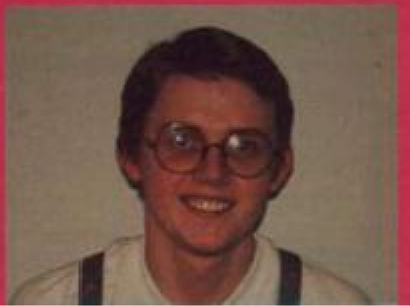
DEPUTY EDITOR
PAUL GLANCEY

Sporting the sort of haircut usually reserved for soviet cosmonauts and Malibu beach volleyball players, Paul's been working his cotton socks off - as usual. Now that this issue's out he's turning his attention to Mean Machines for a couple of weeks before we drag him back screaming for more. Is life tough at the top, or what?

ART EDITOR
JON BILLINGTON

Jon's been splitting his time between buying CDs for his Technics portable CD player with matching Megawatt speakers and Chairing the newly-formed CVG Staff Welcoming Society. In between he's found time to get tough on the telephone, play a few games and work flippin' hard on this issue. What a trooper!



STAFF WRITER
RICHARD LEADBETTER

Sadly, this will be Rich's last issue as full-time wordsmith for CVG. He's packed his trunk, said his farewell and journeyed exactly two yards to take up his new position as main man on Mean Machines! Is this the end? Not at all - Rich will still be throwing his talents our way on a regular basis. Phew!

STAFF WRITER
PAUL RAND

Back from the Far East without a trace of a sun tan, we reckon CVG veteran Paul's been hanging out in all those places his personal tax advisor warned him about. Still, we're more than pleased to welcome the man Rand back to take up where Rich left off - and there's a tall order for you!

ALIENSTORM

ALIEN STORM BREWIN' 16

CVG takes an early in-depth look at US Gold's Alien Storm. Blimey, it's gonna be a MONSTER hit!

NTS

THE CVG/US GOLD CHALLENGE! 28

Another of Sadie's challengers is thrown in at the deep end as he takes on the CVG Crew and the boys from USG at Shadow Dancer, MERCS, Paperboy, and Gauntlet!

SADIE'S SCORERS 33

Another helping of high-score hilarity - Sadie's gunning for the CVG gang this month and no mistake!

THE GREAT CVG QUESTIONNAIRE 113

Answer a few questions and you could win one of five prizes of £200's worth of FREE software. Are we mad or wot?

PREVIEWS 120

Manchester United hit Europe, courtesy of Krysalis, Xenon II and Prince of Persia hit the Master System while Captain Skyhawk blasts on to the NES! Not to mention a whole hatful of other previews too incredible to be listed here!

JAZZA'S ARCADE ACTION 116

Check out our Jazza's radical review of Data East's new Simpsons coin-op! It's crucial, man!

ADVERTISING MANAGER: James Owens DEPUTY ADVERTISING MANAGER: Martha Moloughney SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Emma Sadler ADDITIONAL LAYOUT: Yvette Nichols MANAGING EDITOR: Julian Rignall PUBLISHER: Graham Taylor SUBSCRIPTION ENQUIRIES: CVG SUBSCRIPTIONS, PO Box 500, Leicester LE99 0AA TEL: 0858 410510 EDITORIAL AND ADVERTISING SLAG HEAP: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 251 6222 FAX: 071 490 1095
PRINTED BY: KINGFISHER WEB LTD, FENGATE, PETERBOROUGH COLOUR BY: PROPRINT, LONDON E13 COLOUR CONNECTION, LONDON EC2 TYPESET BY: THAT MAN AGAIN
WWF PICS (PP36-38) COURTESY OF BRITISH SKY BROADCASTING.
DISTRIBUTED BY: BBC FRONTLINE (C) COMPUTER AND VIDEO GAMES 1991 ISBN No: 0261-3597
HELLO DANNY CURLEY, YOU GOT YOUR MENTION AFTER ALL!

THE NEW ADVENTURES OF ED-FIRST

◀ *Use the CVG patent Oil of Editor. Before...*

...and after! Truly a miraculous improvement! ▼

HELLO! Four weeks with Britain's biggest and best all-format games mag - and quite a month it's been! What with getting the job, settling in, jaunting off to Monaco, losing to Jaz at two-player Tetris, taking delivery of my very own Stargate arcade machine and beavering away on this issue, my size elevens have scarcely touched the ground!

Anyway, have we got the goodies lined up for you! Inside and outside this Monster Special issue you'll find the latest batch of super scary glow-in-the-dark stickers (more on them later) and an exclusive preview of Alien Storm - chock-a-block full of things that go bump with a fright.

Also, run your peepers over our first look at Chuck Yeager's Air Combat - possibly the best flight fight sim yet seen on any home machine. If that's not enough, get to grips with our review of GG Shinobi on the Game Gear (it's wicked!), Wrestle War on the Megadrive and Sim City on the Famicom. Are we good to you or what?

Talking of which, this month we're asking just exactly what YOU think of CVG. On pages 113 and 114 you'll find The CVG Questionnaire - with a grand total of £1000 of free software up for grabs! We want you to tell us exactly what's good and bad about the mag, together with a few details about yourselves. It's good fun, especially since we're giving £200 of free software to the first five completed forms pulled out of the hat.

So get scribbling and drop me a line here at CVG if there's something you want to get off your chest but can't fit onto the three lines at the bottom of the questionnaire. I'll throw in a free, gratis and for nothing Gameboy for the best letter - can't say fairer than that. On with the show...

THE WANDERER RETURNS

Just when everybody thought Hong Kong was just about far enough, old hand Paul "Pauly" Rand returned from his far-flung Far Eastern tour to win back his old job as staff writer on CVG! Funny old world, eh?

Having charmed the natives of Hong Kong and amazed the locals with his knowledge of frothing beverages, Paul fought his way through customs weighed down with all sorts of technical little miracles - the details of which it would be best not to go into.

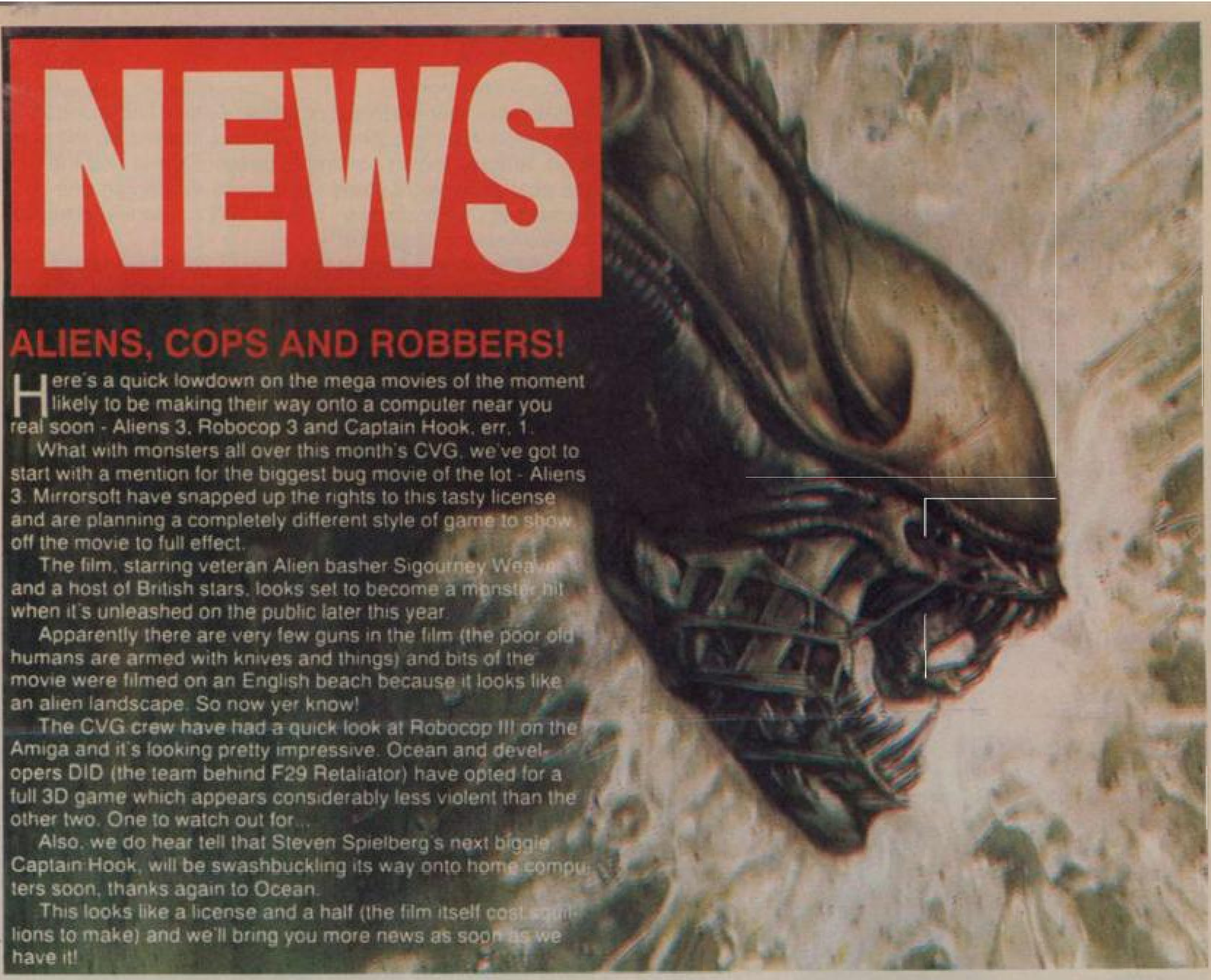
Back on British soil, our Geordie-born Liverpool supporter set about finding a bedsit in the smoke, only to find that nobody was prepared to take his whippets or accept mass-produced ROM chips in place of rent.

Anyway, the upshot of all this is that the man Rand is now back on the beat, so sorry to those of you who set your sights high and applied for the job of Staff Writer.

Incidentally, Paul's return is good news for CVG and everyone else except the Hong Kong tourist commission, who had his crappy T-shirts and bloody Southerner jokes marked down as their main attraction for the summer...

The great Anthony Hopkins in Silence of the Rand.

NEWS



ALIENS, COPS AND ROBBERS!

Here's a quick lowdown on the mega movies of the moment likely to be making their way onto a computer near you real soon - Aliens 3, Robocop 3 and Captain Hook, err, 1.

What with monsters all over this month's CVG, we've got to start with a mention for the biggest bug movie of the lot - Aliens 3. Mirrorsoft have snapped up the rights to this tasty license and are planning a completely different style of game to show off the movie to full effect.

The film, starring veteran Alien basher Sigourney Weaver and a host of British stars, looks set to become a monster hit when it's unleashed on the public later this year.

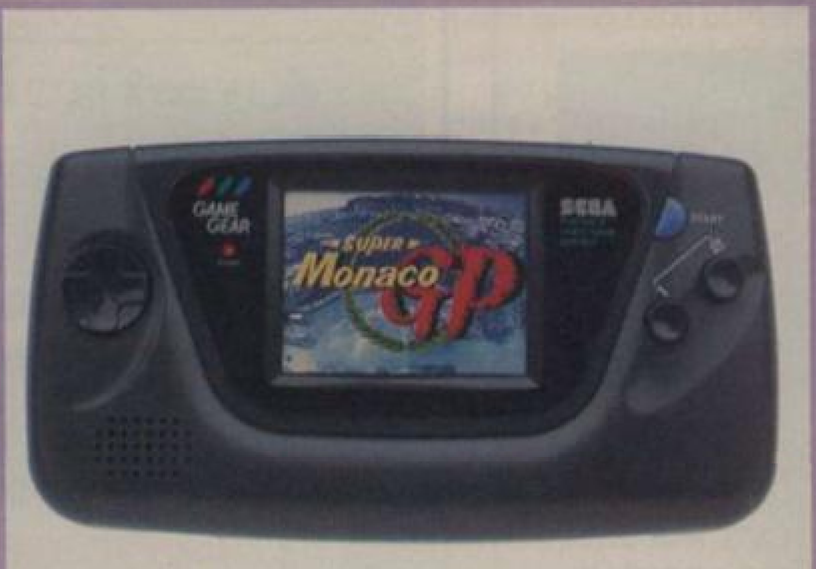
Apparently there are very few guns in the film (the poor old humans are armed with knives and things) and bits of the movie were filmed on an English beach because it looks like an alien landscape. So now yer know!

The CVG crew have had a quick look at Robocop III on the Amiga and it's looking pretty impressive. Ocean and developers DID (the team behind F29 Retaliator) have opted for a full 3D game which appears considerably less violent than the other two. One to watch out for...

Also, we do hear tell that Steven Spielberg's next biggie, Captain Hook, will be swashbuckling its way onto home computers soon, thanks again to Ocean.

This looks like a license and a half (the film itself cost squillions to make) and we'll bring you more news as soon as we have it!

GAME GEAR GETS GOING..



IT'S official. It's here. It's not quite what we expected and it's in the shops now. It's the Game Gear!

Long available on grey import, Sega's all-singing all-dancing all-colour handheld has now been officially launched in the UK and is squaring up to the Gameboy and Lynx in a bid to become prince of the portables.

Priced at £99 without a game, a mains adaptor or any batteries, the Game Gear will need a few tricks up its sleeve to compete with the mono-but-brill Gameboy. Luckily for Sega, it has them...

First off, a planned TV adaptor will turn your Game Gear into a rather nifty colour TV for something like an extra 70. Second, Sega have a few pretty fine releases lined up to keep you glued and gaming.

The initial batch of seven releases includes Super Monaco Grand Prix (a fair enough conversion of the arcade game), G-Loc, Columns, Wonderboy, Dragon Crystal, Psychic World (avoid!) and Mickey Mouse.

There's nothing particularly outstanding among this lot, but Sega do have a few choice goodies up their sleeves. GG Shinobi on grey import is absolutely brilliant - check out the Review on pages 102 and 103.

On its own this arcade-quality title is almost worth buying the Game Gear to play, and provided Sega can keep up this standard of release then everyone's doubts about the machine will be well and truly squashed.

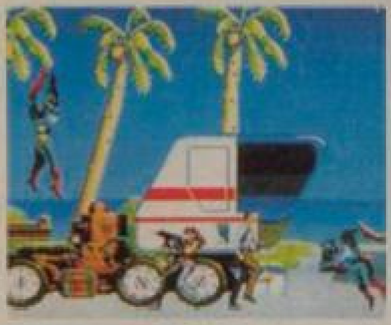
For your £99 you get a sleek black box containing a back-lit LCD screen featuring 32 colours across its 3.2 inches. There's a Gear to Gear cable for optional head-to-head play and the whole thing feeds on six AA batteries or an optional power supply.

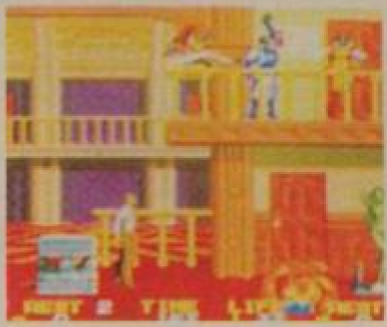
Other games planned for release later this year include Outrun, Ninja Gaiden, Space Harrier, Frogger, Joe Montana Football, Golden Axe and Donald Duck - and there are some pretty strong titles among that lot.

All in all it suddenly looks as if the Game Gear really is a serious contender for this year's High Street Christmas cracker. As usual though, proof of the pudding will be them there games...

ROLLING THUNDER 2

NEWS





DROOL over these mouth-watering screenshots. Thrill to that playability. Go all goosepimply over the graphics. Get a grip on yourself - Rolling Thunder is back in the arcades!

After five very long years one of the finest coin-ops ever (A top ten jobbie in Boone's Arcade Hall of Fame) makes a welcome return - with twice the thrills for your hard-earned dosh.

The original just oozed finely-tuned gameplay, and early reports from Japan indicate that Namco have captured the same atmosphere of clean-cut mayhem for Rolling Thunder 2.

Basically, the terrorists are taking over - wrecking every communication satellite floating around the Earth and leaving everyone in a frantic panic. Well, what do you expect with no Sky Movies?

It's all the fault of the Geldra - those bad guys from RT One reincarnated to cause more trouble as the Neo-Geldra (clever, eh?). The war has started again.

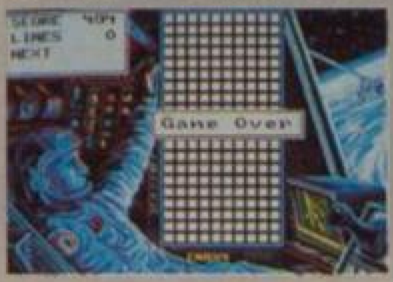
Luckily agent Albatross from the original now has a fine looking sidekick - the slinky red-headed Reila. Together or one at a time they can take on the baddies in a struggle to save the planet...

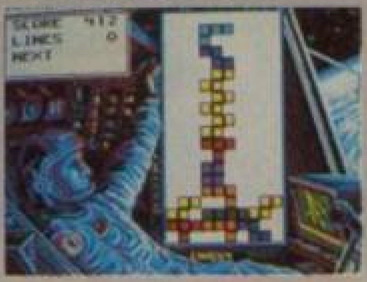
Just like the original, there are one heck of a lot of bad dudes to contend with. Luckily there are guns and machine guns to play with, with various piles of ammo hiding behind closed doors!

Expect to see Rolling Thunder at an arcade near you at some time in the near future. Make sure you save those 10ps - you're going to need 'em.

TETRIS TIMES TWO

THE best game in the world could soon be getting better. Tetris is back - and how! Just as the world recovers from Alexey Pajitnov's landmark game, hot from chilly Moscow comes news of Super Tetris! Published by Spectrum Holobyte and previewed at the CES show, this sequel looks set to knock the original into a Cossack's cocked hat - incredible! Rest assured we'll have the full lowdown on this one very soon indeed.





TURN on your telly right now and chances are you'll tune in to find good old Mario at the top of a skyscraper and saving the world (again).

Why? It's all to do with Nintendo's totally mega TV advertising campaign to convince everyone how utterly fab the Gameboy is - as if you needed telling!

What with Mario doing the business with Walkers Crisps for the NES, this latest ad campaign should make Mario the household name he's already become in the America.

Viewers who will be able to watch our cutesy computer chum at work this month include LWT, Central, STV, Yorkshire and Tyne-Tees. Lucky old them, eh?

By the way: did you know that Nintendo have already sold a total of five million Gameboys and 25 million Gamepaks in the states? Put together, that lot's worth more than a billion dollars!

FLY HIGH WITH THE BEST!

FANCY taking the controls of an F-16 and taking on your friends in a jet fighter duel to the death? Read on.

Those fabulous Falcon people at Spectrum Holobyte have been working away on Falcon 3.0, which should have just been previewed in America by the time you read this.

The news, along with these cracking screenshots, should have Falcon fans foaming at the mouth - especially with the whole host of improvements the programmers have made.

Based again on the General Dynamics F-16 Falcon, version 3.0 features a play area of 270,000 (count 'em) square miles over three fighting arenas and three levels from wimpy novice to Top Gun Ace Fighter Jockey.

Holobyte say they've improved the graphics of its worthy predecessor and this version now features a super-duper undulating terrain which unfolds as you fly across the landscape. Cor!

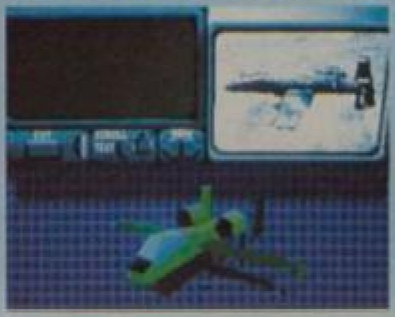
There's an Instant Action option for immediate arcade thrills in which the computer throws you into the thick of the action, awarding points for the number of bogeys you manage to total.

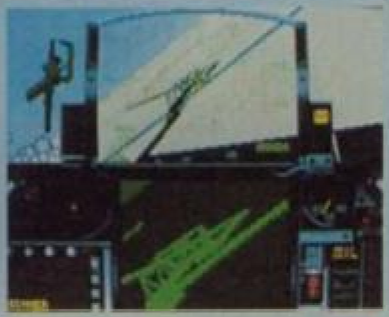
But for fans of a deeper game, there's a campaign option which puts you in charge of 16 planes, eight of them flying at any one time. According to Mirrorsoft, who will be publishing the game over here, no two campaigns will ever be the same.

If that's not enough, Falcon 3.0 promises a fighter weapons school in which you can create your own missions and set up all sorts of scenarios.

But perhaps the most astounding thing about Falcon 3.0 is the fact that it's the first in Holobyte's Electronic Battlefield series. Players using games in this series will be able to interface with each other via modems and link up for all-action thrills and spills.

The second game in the series will be Avenger A-10, based on the A-10 Thunderbolt 'Warthog' of Gulf War infamy. Holobyte claim this will be the definitive simulation of the tank-busting plane's prowess, and linked up to Falcon we think gamesters could be in for a real treat!



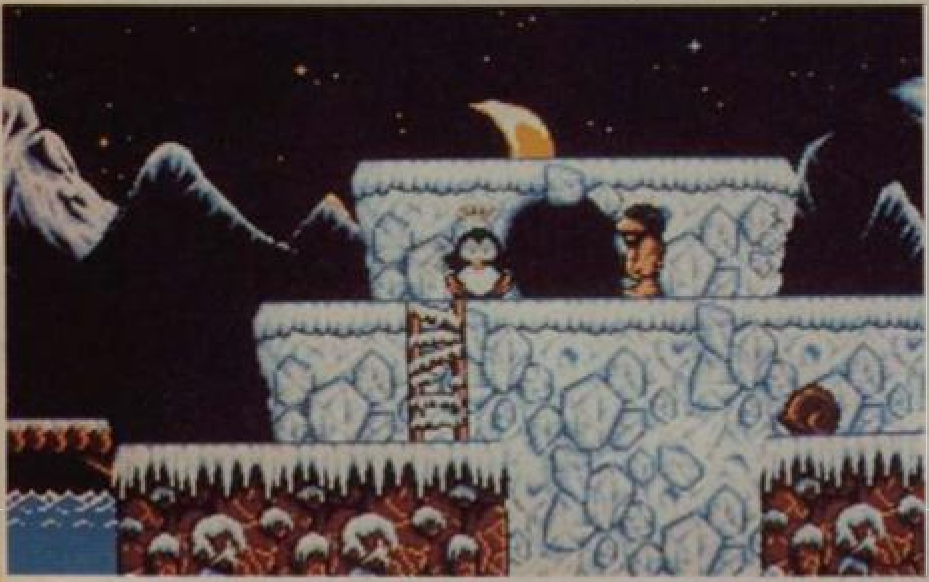


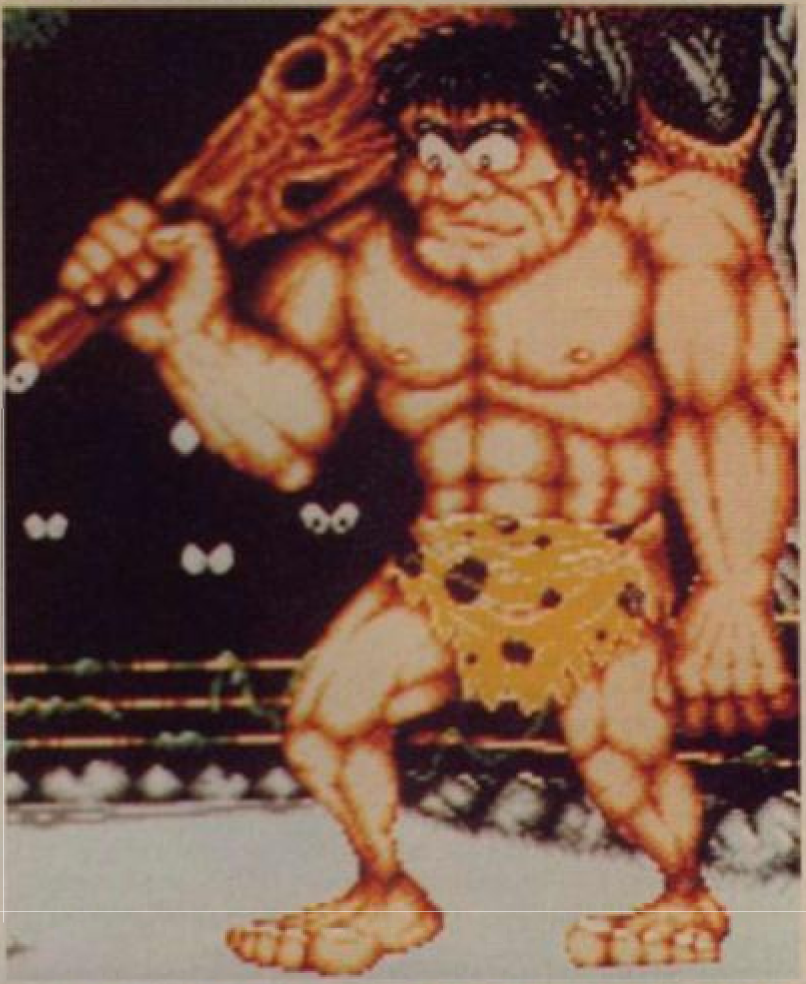
NEWS

PRE-HYSTERICAL PREHISTORIK

TITUS are certainly pulling out all the stops - they've just announced the release of the adventures of their newest hero, Prehistorik. Set in the stone age, our hero, a member of the T-Bone Tribe, is out to lunch - literally! Armed with his Diner-Club (groan!), our rock 'ard rockhead has to travel through the unexplored ice fields of Antarctica, the dark and mysterious caverns of "the shady continent" (wherever that is) and the lush jungles of the Tropics.

If you ask us, this looks more than a little like Core's Chuck Rock, but whether the playability is more than sufficiently different is yet to be seen...



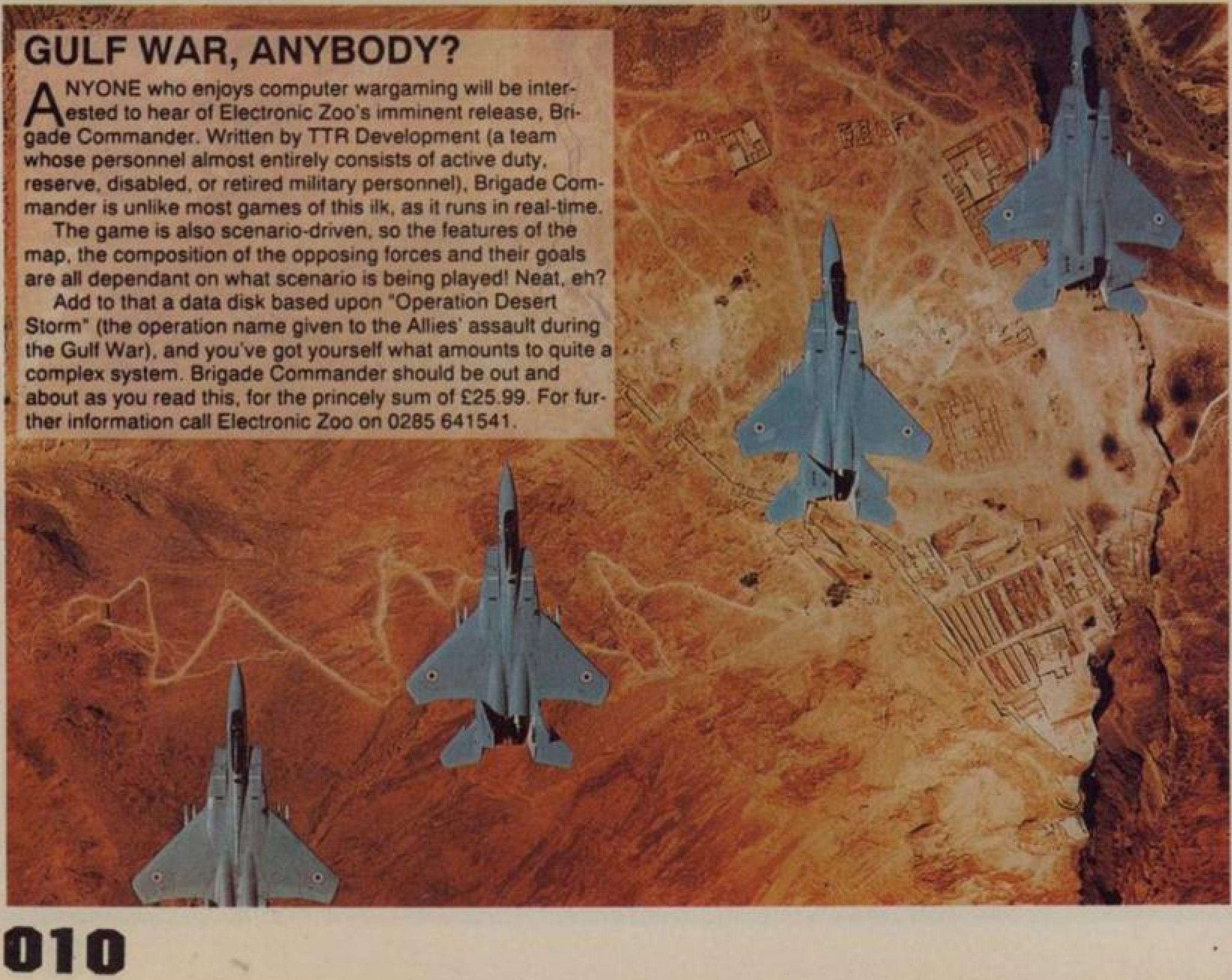


GULF WAR, ANYBODY?

ANYONE who enjoys computer wargaming will be interested to hear of Electronic Zoo's imminent release, Brigade Commander. Written by TTR Development (a team whose personnel almost entirely consists of active duty, reserve, disabled, or retired military personnel), Brigade Commander is unlike most games of this ilk, as it runs in real-time.

The game is also scenario-driven, so the features of the map, the composition of the opposing forces and their goals are all dependant on what scenario is being played! Neat, eh?

Add to that a data disk based upon "Operation Desert Storm" (the operation name given to the Allies' assault during the Gulf War), and you've got yourself what amounts to quite a complex system. Brigade Commander should be out and about as you read this, for the princely sum of £25.99. For further information call Electronic Zoo on 0285 641541.



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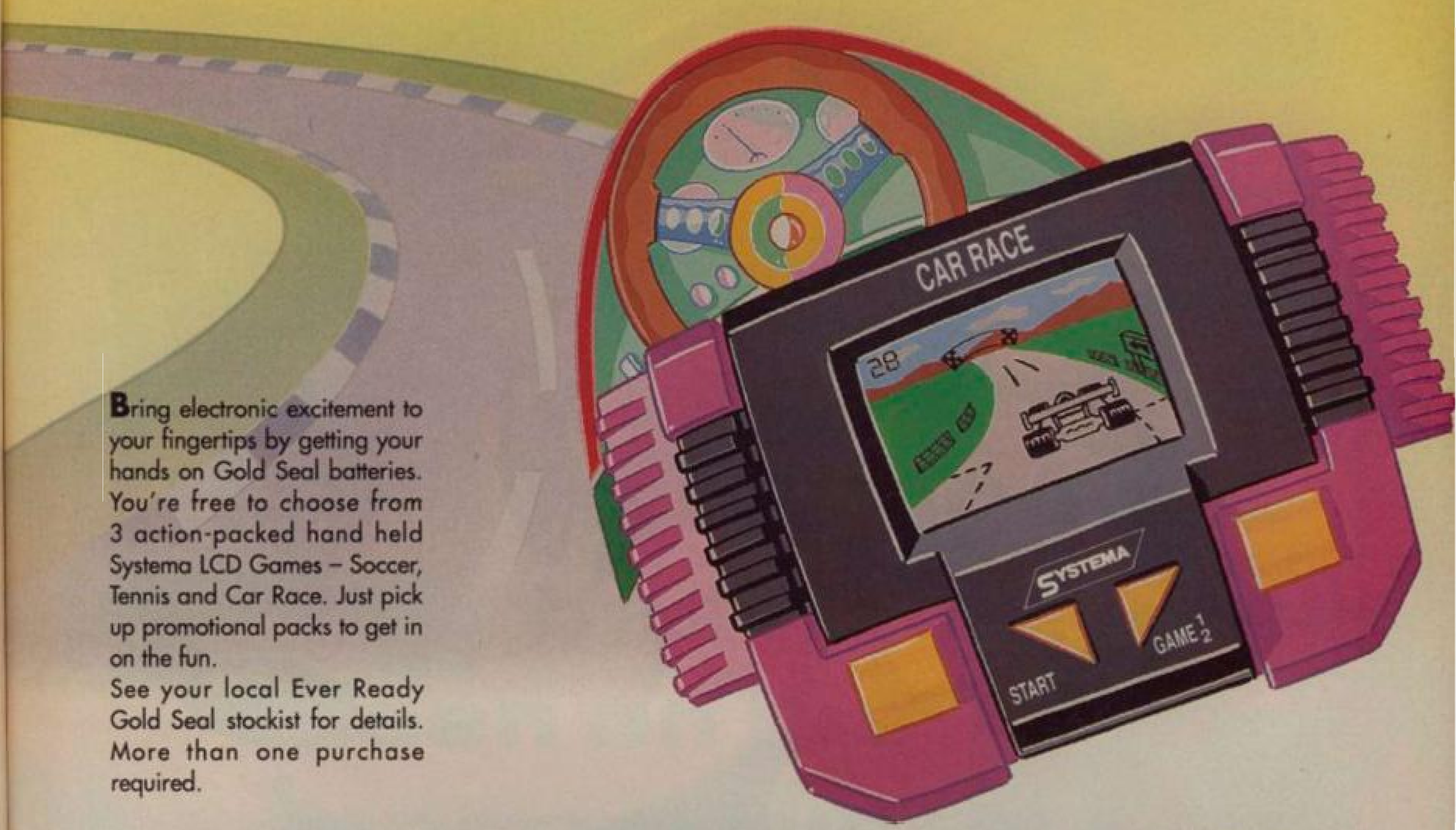

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SONIC
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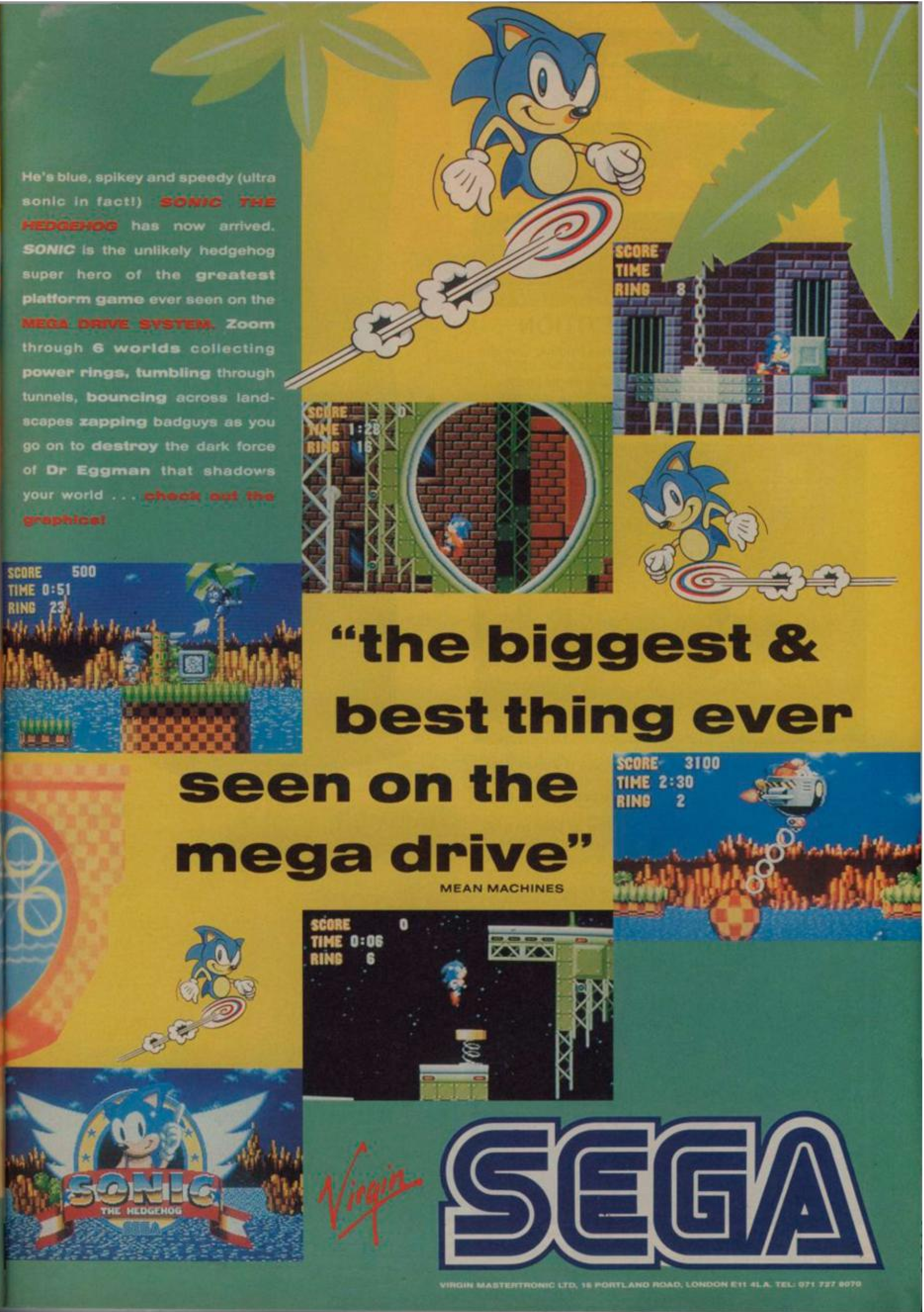

He's blue, spikey and speedy (ultra sonic in fact!) **SONIC THE HEDGEHOG** has now arrived. **SONIC** is the unlikely hedgehog super hero of the **greatest platform game** ever seen on the **MEGA DRIVE SYSTEM.** **Zoom** through **6 worlds** collecting **power rings, tumbling** through tunnels, **bouncing** across landscapes **zapping** badguys as you go on to **destroy** the dark force of **Dr Eggman** that shadows your world . . . **check out the graphics!**

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MEAN MACHINES

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SCORE 0
TIME 1:28
RING 16
SCORE 500
TIME 0:51
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TIME 2:30
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TIME 0:06
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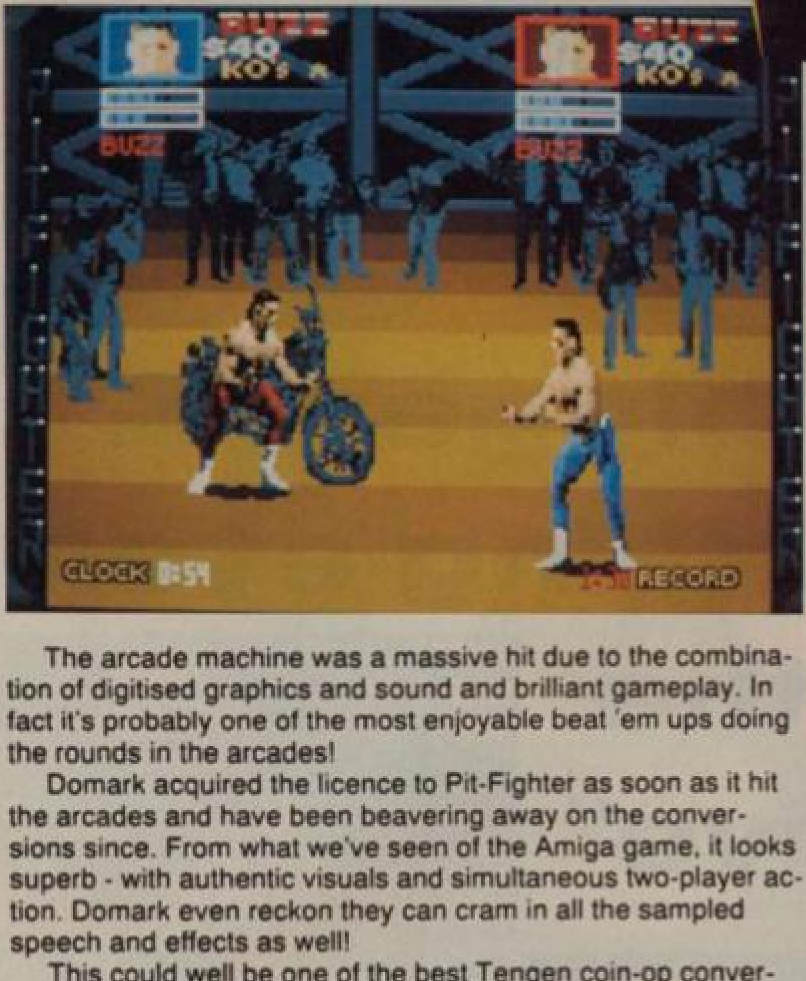
NEWS

PIT-FIGHTER
The Fighting Machine

PIT-FIGHTER
PIT-FIGHTER

BEATING THE COMPETITION

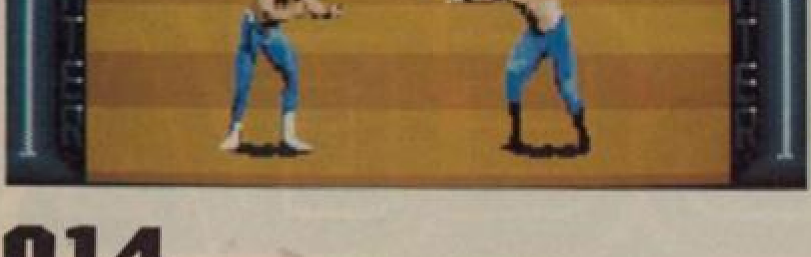
DOMARK are hoping to net the Christmas Number One slot with their conversion of Atari's massive beat 'em up, Pit-Fighter. The game is set in the seedy world of illegal underground fighting, with the player adopting the guise of one of three fighting aces taking on a bunch of deranged psychos in a series of one-on-one battles!



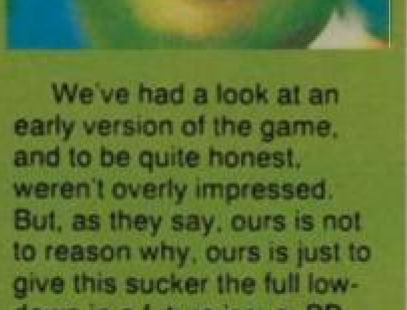
The arcade machine was a massive hit due to the combination of digitised graphics and sound and brilliant gameplay. In fact it's probably one of the most enjoyable beat 'em ups doing the rounds in the arcades!

Domark acquired the licence to Pit-Fighter as soon as it hit the arcades and have been beavering away on the conversions since. From what we've seen of the Amiga game, it looks superb - with authentic visuals and simultaneous two-player action. Domark even reckon they can cram in all the sampled speech and effects as well!

This could well be one of the best Tengen coin-op conversions yet - watch out for a full preview next month in CVG!



HAMMER, DON'T HURT 'EM



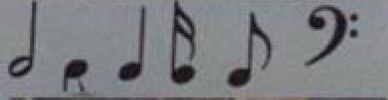
COMING soon to an Amiga, C64 or a PC near you, courtesy of those German software wallahs Demonware, is PP Hammer and his Pneumatic Weapon. Now, before you start sniggering and falling about, PP Hammer is a young lad with a pneumatic drill who must run around 70 levels of monster-infested madness, in order to grab all the treasure. On his quest PP will find all manner of objects to aid him, such as keys, potions, scrolls, oil (for the drill), and so on. But if the going gets too drastic, PP can hide underneath his big yellow helmet!

We've had a look at an early version of the game, and to be quite honest, weren't overly impressed. But, as they say, ours is not to reason why, ours is just to give this sucker the full lowdown in a future issue. PP will be out on the Amiga at the beginning of June, with the C64 and PC versions to follow.

NEWS

SPECIAL REPORT

MINDSCAPE'S MIRACLE OF MUSIC TECHNOLOGY



It's a miracle! A true, blue spectacle, the miracle is you! Ooh!

Barry Manilow

A MIRACLE OF MUSIC TECHNOLOGY!

Say goodbye to the horror of piano lessons (if piano lessons were ever horrible) with this coming-soon musical keyboard system which allegedly teaches even a complete imbecile (pictured) to play the piano. Software Toolworks' Miracle system has been selling like hot cakes in the USA, and in September you'll be able to get hold of one over here, thanks to Mindscape who plan to sell it for the amazing value-for-money price of £249.

The 49-key keyboard incorporates stereo speakers, a headphone socket and even MIDI ports, so you can hook up a drum machine or sequencer. The keys are all velocity-sensitive, so the harder you strike them, the louder the sound, and in total, the unit can produce 128 different sounds in 16 note polyphony.

The keyboard can be played on it's own of course, but if you want to learn to be a virtuoso, plug it into your Nintendo (PC and Amiga versions are rumoured to be on the way), insert the cartridge supplied and the machine will teach you all about rhythm and reading music in 50 easy, practical lessons.

Sounds too good to be true? We thought so too, but after a quick demonstration, the thwarted CVG Manilows were truly astonished by the clever software, and were clamouring to learn more. We'll be giving YOU more details in the full review of the Miracle which will appear in these pages in just a a couple of issues. Music lovers, stay tuned!

PREVIEW

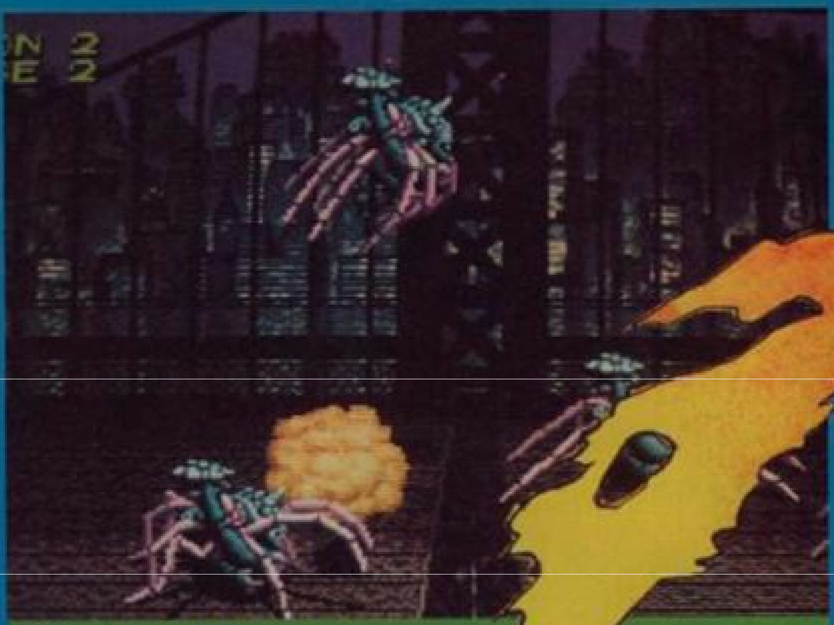
VERSION	DATE	PRICE
AMIGA	SEPTEMBER	£ TBA
ST	SEPTEMBER	£ TBA
SPECTRUM	SEPTEMBER	£ TBA
AMSTRAD	SEPTEMBER	£ TBA
C64	SEPTEMBER	£ TBA

Coming soon from US Gold are conversions of Sega's excellent arcade blast. While Richie Leadbetter was in Brum for the Challenge, he sneaked a peek at how things were progressing - expect the exclusive review next month!

Alien Storm went down a storm (groan, gibber) in arcades during 1990, combining Golden Axe gameplay with big guns and laser whips! The scenario (as to be expected from a coin-op) is rather corny. Put simply, loads of alien spores have landed on Earth and repellent, slimy aliens have grown from them, strengthened by the Earth's pleasant atmosphere. Now, the population centres of the world have been emptied and aliens roam the streets, looking for any juicy humans to accost, slime to death, and then eat for supper (yum yum). There are three heroes in the game who decide that enough's enough, and set out to utterly destroy the alien menace...

US Gold are the software publisher behind the home versions of Alien Storm and they've enlisted the aid of Tiertex (fresh from their successful conversion of MERCS) to carry out the home versions. From the look of the Spectrum and ST versions we've seen, it looks very impressive indeed, and we'll be giving you the definitive review in next month's CVG.

ALIEN STORM



A BRISK JOG...

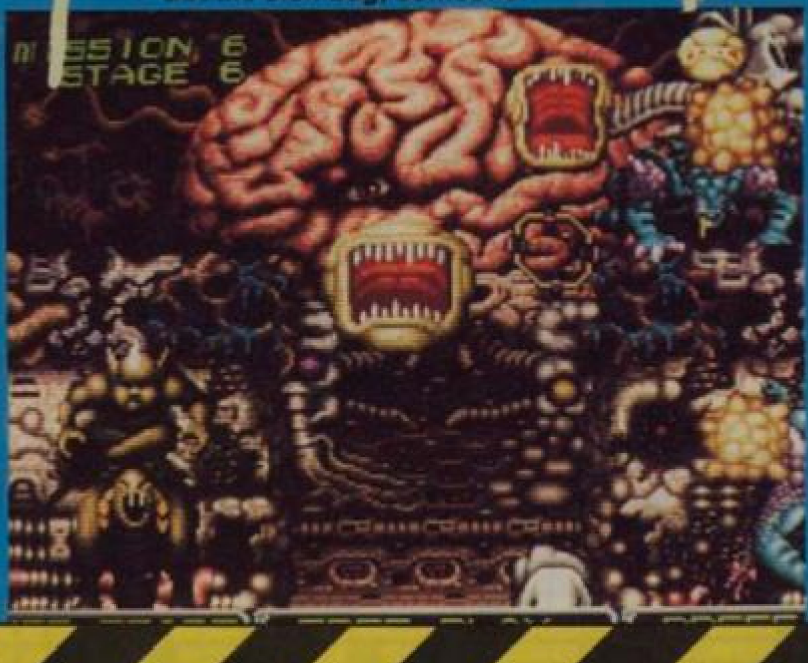
In the bonus game, the player sprints along a horizontally scrolling level, blasting all sorts of alien scum into next week and beyond! When all this high-speed malarkey is over, the player's performance is judged by the panel (made up of characters from previous Sega coin-ops - even the dwarf from Golden Axe is in there!). Bonus points are awarded based on the judges' deliberations.

ALIEN STORM
HOTEL

SCROLLING BLAST-ALONG

Most of the xenomorph-busting action takes place on a horizontally-scrolling playfield, with our heroes blasting the seven bells out of any aliens in close proximity. The weapons handled by the main characters don't exactly have much range, so unfortunately, you have to get in pretty close to be sure of sealing the aliens' doom!

▼ Get the sick-bag, someone!



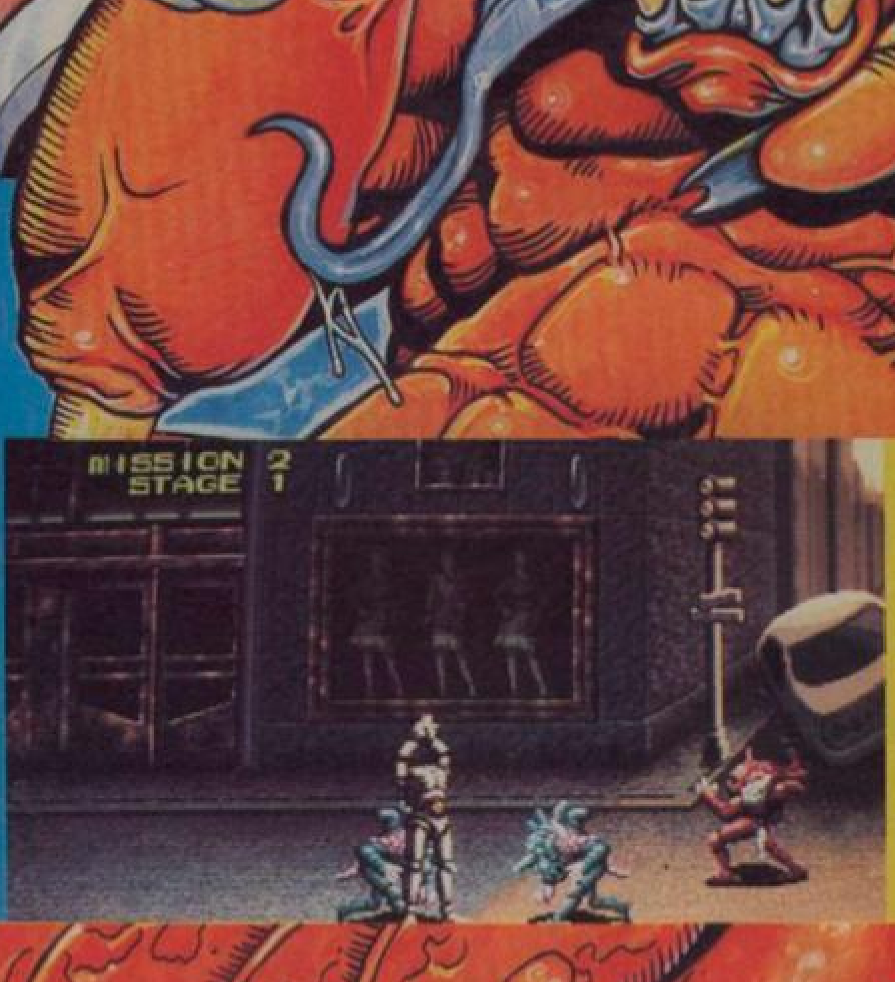
▼ Devastation guaranteed.

SSION 2
STAGE 4

MISSION 6
STAGE 4

▲ Scooter's surrounded!

▲ Scooter gets angry!



3D PARALLAX DESTRUCTION

Another part of the game takes place inside a building infested with alien scum. So, pausing only to scoop up a heavy duty laser rifle, it's the players job to patrol the parallax scrolling building letting all sorts of alien eat photon death.

VERSION	DATE	PRICE
AMIGA	SEPTEMBER	£ TBA
ST	SEPTEMBER	£ TBA
SPECTRUM	SEPTEMBER	£ TBA
AMSTRAD	SEPTEMBER	£ TBA
C64	SEPTEMBER	£ TBA

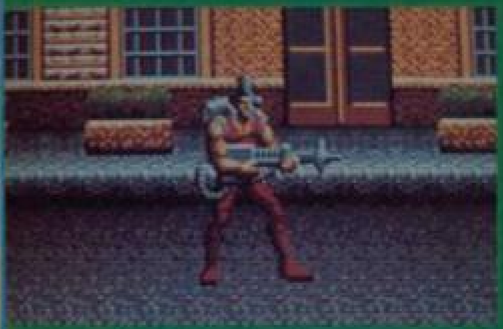
MEGADRIVE MASSACRE

Due from the Land of the Rising Sun in a couple of months is the Megadrive version of Alien Storm. US Gold actually used this version of the game as a basis of the conversion, because it has more levels than the arcade machine! The gameplay is identical to all the other versions of the game, featuring all of the different game styles.

HAVE-A-GO HEROES

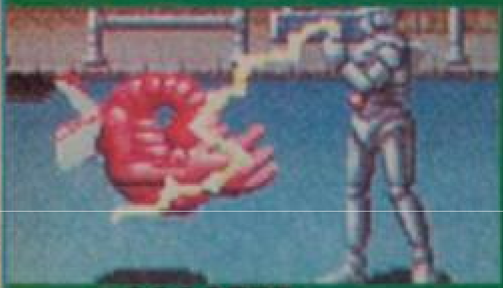
GORDON

Gordon's no moron. He's fast and performs all manner of rolls and athletic achievements. He's also armed with a massive (albeit short-range) laser cannon.



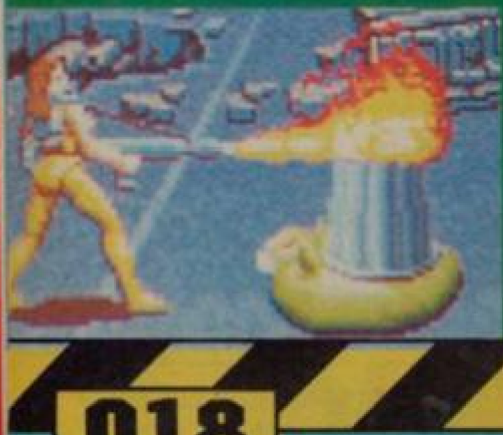
KALRA

Girlie she may be, but Kalra is one mean fighting machine. Her weapon is a highly effective flame thrower!



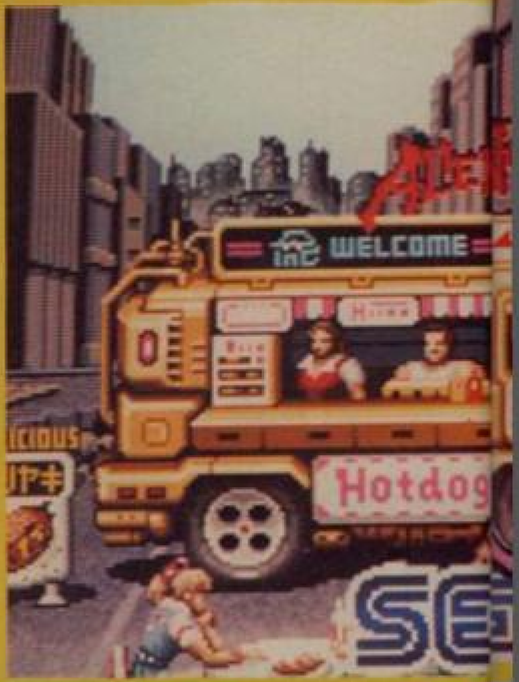
SCOOTER

As far as androids go, Scooter's "a bit tasty", and so he should be with that massive laser whip!



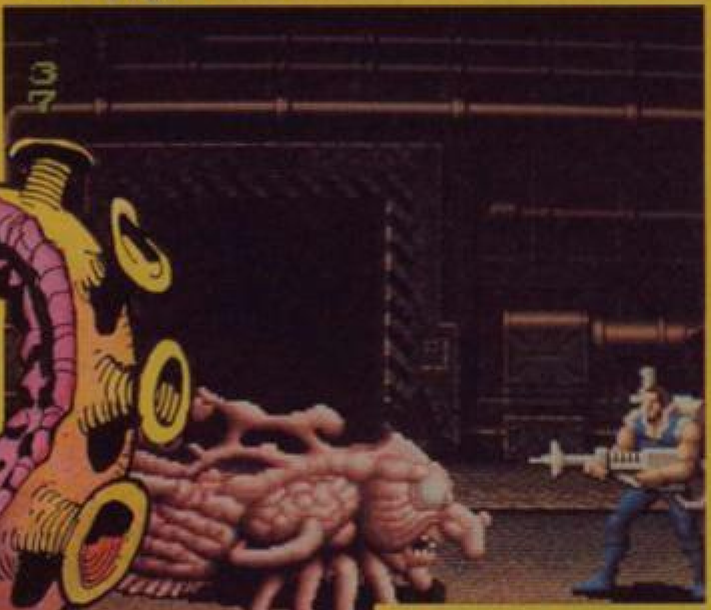
ALIEN STORM: THE COIN-OP

Alien Storm is Sega's own sequel to their massively popular Alien Syndrome coin-op, but they've gone one better on their last effort by having not two, but three players blasting away simultaneously! On the home versions, only two-players can battle away simultaneously and obviously the graphics and sound are that bit simpler than the coin-op's (here's some arcade screen shots for your delectation), but the gameplay itself is much the same.

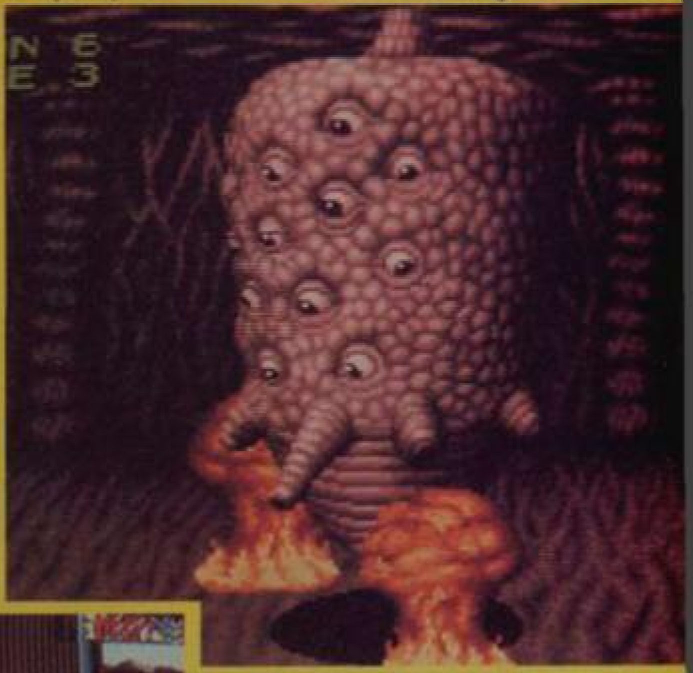


▼ The coin-op attract sequence.

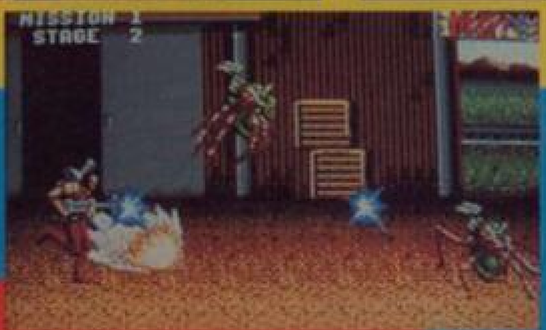
▼ George gets mean!



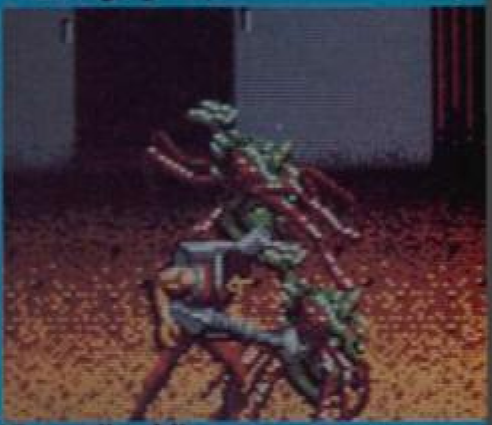
▼ Eye-eye! This looks a tad menacing!



Can all this be crammed into an ST? ▶

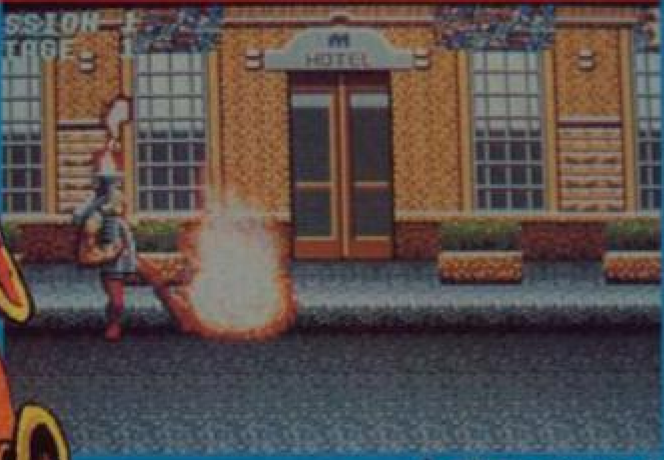

MISSION 1
STAGE 2

▼ George gets pasted!



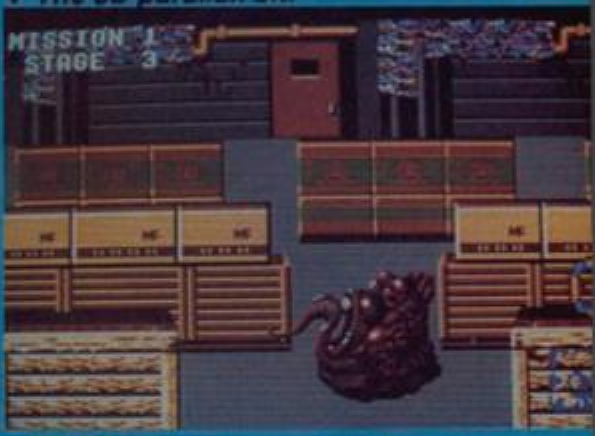
ALIEN ST-ORM

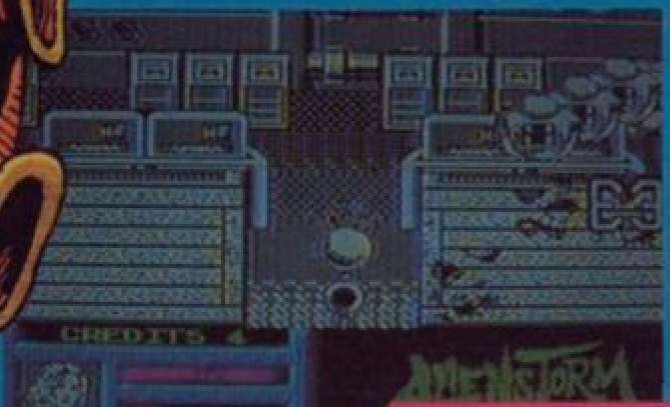
From the looks of things, the ST version of Alien Storm looks pretty close to the coin-op original. The xenomorph-annihilating antics are just as much fun as the arcade version, and though the scrolling's a tad jerky (especially in the fast-moving running section), it still looks like being quite an impressive title.



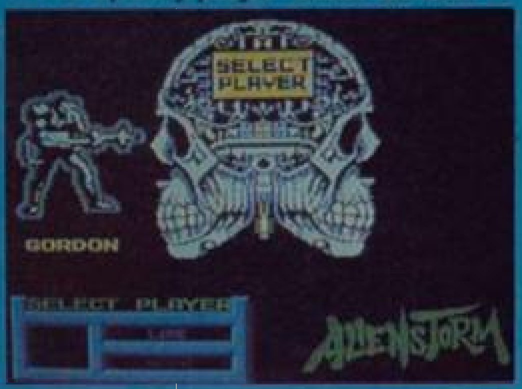
▲ ST Blastorama!

▼ The 3D parallax bit.


MISSION 1
STAGE 3


CREDITS 4
ALIENSTORM

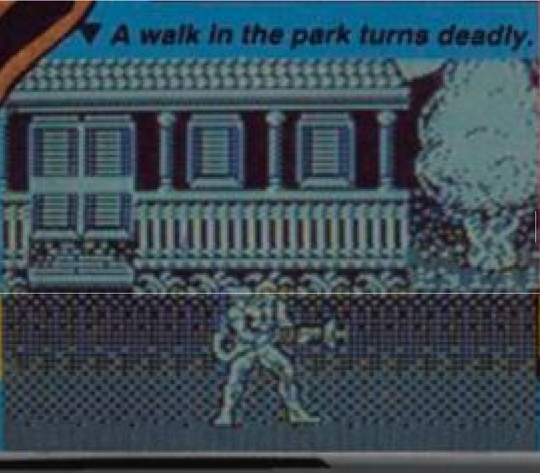
▼ The Speccy player select screen.


SELECT PLAYER
GORDON
SELECT PLAYER
ALIENSTORM

SPECCY BLASTING

By far the most advanced version at the moment. Speccy Alien Storm looks really impressive. Although the graphics are mostly monochromatic, the action is mega-fast, and all of the coin-op's sections have been included. All of the three characters are also present, and all of their attacks and athletic moves have been included! Looks like being a goodie...

▼ A walk in the park turns deadly.



HOTLINES

WIN A PC ENGINE!

0839 654 169

One of the best consoles available, this micro-matchbox of arcade anarchy is up for grabs! Want to win one, do you? Well, you'll have to call this number first!

WIN A MEGADRIVE!

0839 654 168

Dark, sleek and deadly, this 16 bit superstar of consoledom is just waiting to be won - could you be the lucky reader? Grab that raprod and find out!

TETRIS
GAME BOY

WIN A GAMEBOY!

0839 654 170

This little baby has been snapped up by all manner of stars. If you want to join in the hand-held hilarity, you'll have to leap on the phone and dial that number bloomin' quick!

WIN A SUPER FAMICOM

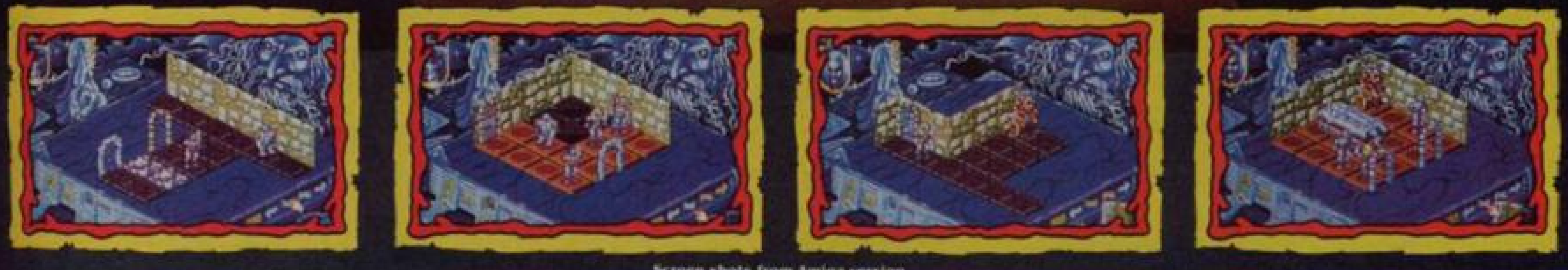
0839 654 171

Possibly the best console ever conceived, the Super Famicom is now Japan's biggest selling machine! To be in with a chance of winning one, get granny off the line, and ring this number NOW!

IF YOU'RE UNDER 18, PLEASE MAKE SURE THAT YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 33P PER MINUTE (OFF PEAK) AND 44P PER MINUTE (PEAK RATE).

From the best selling role-playing game Gremlin brings you...

COMPUTER ADVENTURE IN A WORLD OF MAGIC


Screen shots from Amiga version

Gremlin Graphics Software Ltd.,
Carver house, 2-4 Carver Street,
Sheffield S1 4FS
Tel: (0742) 753423

GREMLIN®

HeroQuest © 1990 Milton Bradley Ltd

Available On:
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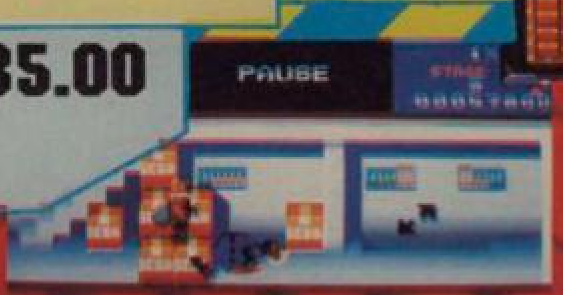
Spectrum, Amstrad and
C64 cassette & disk
(PC VERSION AVAILABLE SUMMER 91)

REVIEW

MEGADRIVE £35.00

BY SEGA

BON
BR



Robin Hood had his Merry Men, but Robo and Mobo Bonanza only have each other - and their mysterious boss. He has set the two round-headed robbers the task of stealing the ill-gotten gains of local racketeers who own crooked casinos and live opulent lives off the backs of their exploited workers. Not only are they stealing valuables, they're also after evidence which can convict the villains.

Ten locations have been chosen as ripe for burglary, but to make things more difficult, all of them are bristling with armed security guards. The boys are armed with stun guns themselves, which are fine for dealing with the uniformed guards, but many of the more advanced crime-scenes are full of armoured guards who carry bullet-proof shields, and they can only be knocked out from behind.

The screen is split in two, so that the brothers can separate and the players can still follow the action. Between the mini-screens is a map of the current location which shows the locations of the treasures, and once they've all been stashed in the swag bag, it's time for the brothers to make their way to the roof where their escape blimp is waiting to carry them to safety, ready to perform their next blag.

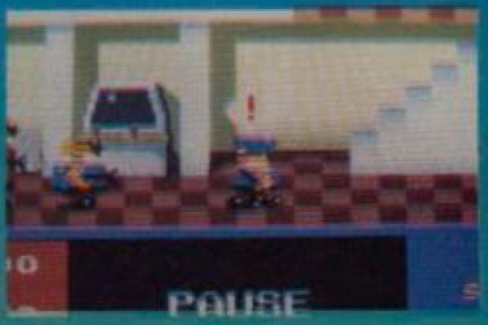
The most impressive thing about Megadrive Bonanza Bros are the graphics, which are very true to the ray-traced sprites in the coin-op. Unfortunately, once you've recovered from that minor thrill, there's not a lot else capable of providing excitement. Do NOT follow your instincts and start playing this on EASY level, because after two games you'll have completed it. In fact the only way to get your money's worth out of Bonanza Brothers is to set the difficulty level to maximum, the lives count to minimum and ignore the option to continue using the extra credits. Even playing that way, it doesn't take long to grow tired of the gags and bored with the lack of things to do. In short, after only a few plays the entertainment value of Bonanza Bros plummetted, and if I were paying in excess of £30.00 for a game, I'd expect something much more substantial for my money.

PAUL GLANCEY

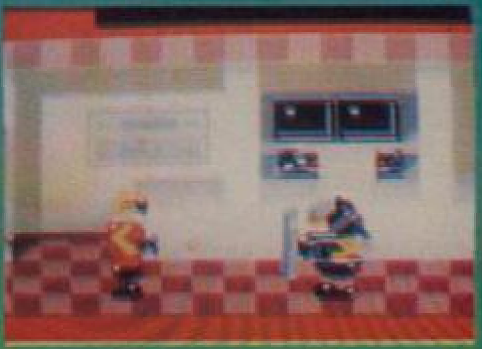
ON GUARD!

The Bonanza Bros' foes in this escapade are multitudinous. And they are...

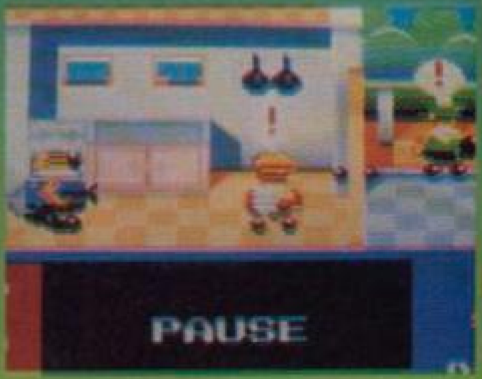
THE UNIFORMS: Dressed in blue, yellow or green, these lads are easy to knock out because they don't wear armour. But shoot fast, because even if they don't chase and shoot at the brothers, they will raise the alarm with a whistle or a gunshot.



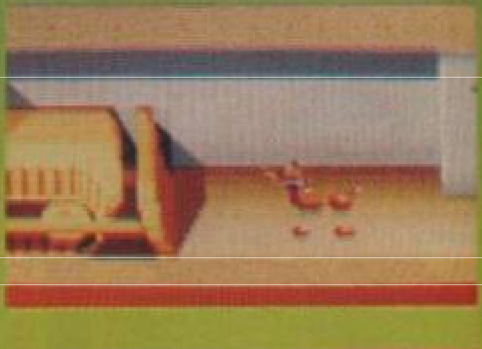
THE ARMOURED GUYS: The Bonanza Bros' worst enemies. As well as wearing armour, these guys carry bullet-proof shields so they can only be shot when they are facing away from the brothers. If that doesn't work, you can rely on their slow reactions and risk dodging around them.



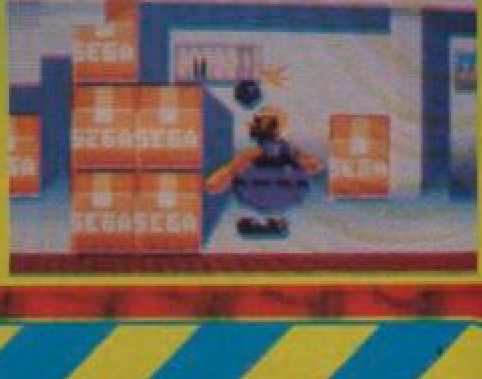
THE WAITERS: These baddies inhabit locations such as the Millionaire's Yacht, and usually they're pretty shocked when they first see the brothers - so shocked that they drop all the plates they're carrying! There are, however, a couple of quick-witted individuals who start throwing their plates at the intruders!



THE ROBODOGS: These steel-toothed monsters prowl around the later levels, growling whenever the brothers approach, then pouncing to knock them off their feet. However, hark at 'em whine when you pop a couple of stun pellets into their metal hides!



THE BEARDED BOMBERS: Usually to be found guarding exits. It takes four or five shots to knock these guys off their feet, and it's probably best to expend the ammunition, because they like to either pound heads or lob bombs in the brothers' direction.

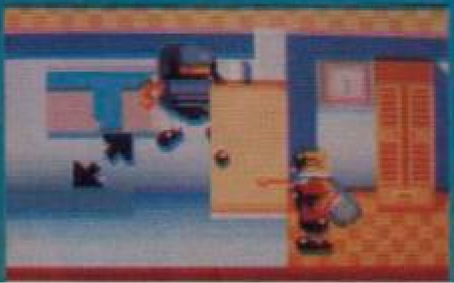


NANZA
ROS™

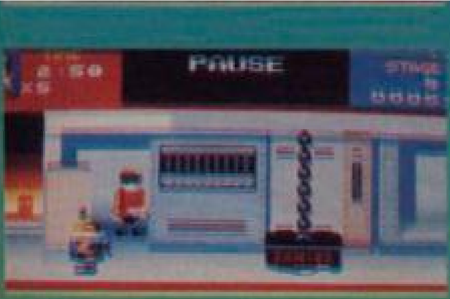
00028400
TIME
2:34
×3
PAUSE
3×
STAGE
5
00001800

TRICKS AND TRAPS

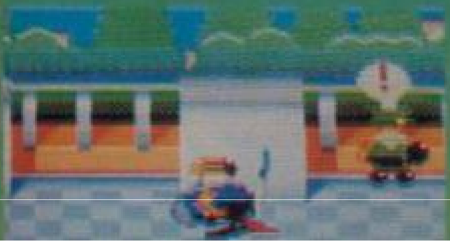
Bonanza Bros features some painful-looking sight gags to get the player (and any audience present) laughing...



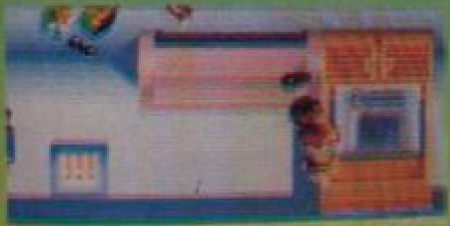
THE DOOR SLAM: This can be used at every venue. Hide behind a closed door, then lure a guard to the other side. When he is right behind it, open the door and SPLAT! Make sure you do it to them before they do it to you, though.


2:50
×5
PAUSE
STAGE

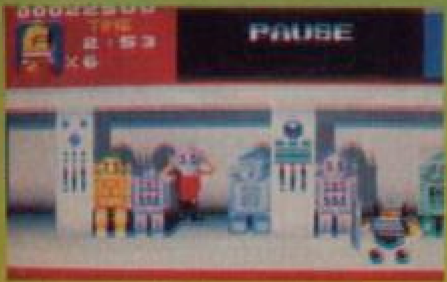
THE CRUSHER: To be found in the Mint. Tempt an armoured guy towards you then duck behind the machine, grab the lever and pull. Chortle in hysteria as he is squashed flat, making him a bit of a "walkover"!



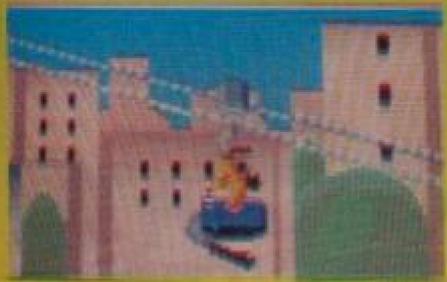
THE RAKE: Some guerilla gardener has left his tools out, and if you're not careful, one of the boys will knock himself cold when he steps on the end of the rake and the shaft smacks him in the face. Best jumped over.



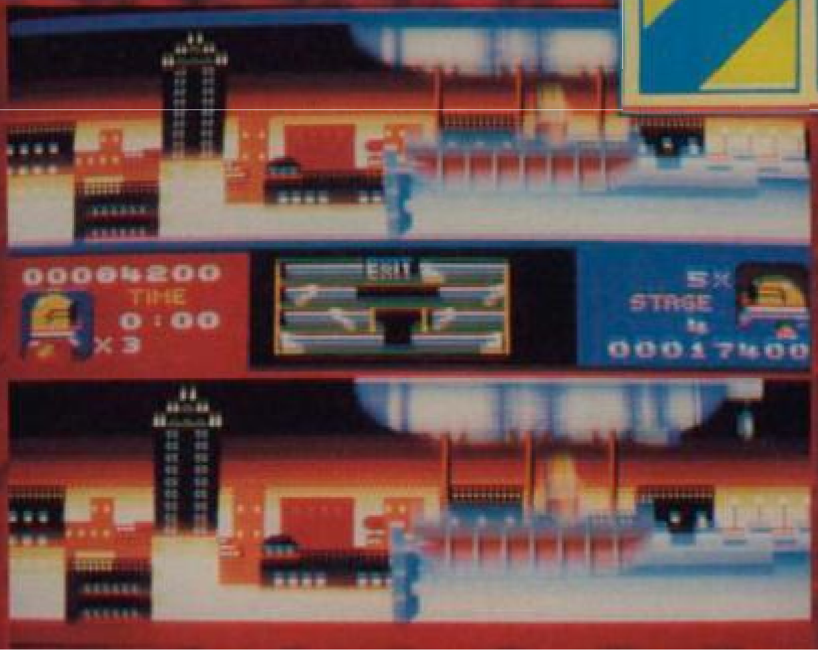
THE CAN: A bit like the rake, really. A litter bug has left a can on the ground, and if one of the lads walks into it, rather than jumps over it, he'll end up flat on his back, ready to be collared.


TIME
2:53
×6
PAUSE

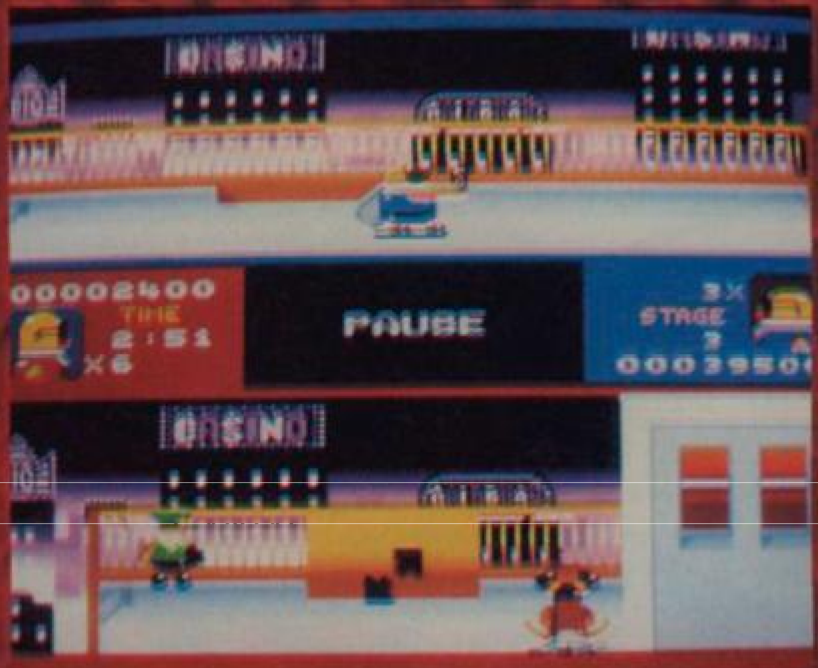
THE ROBOT HEAD: A good way of avoiding the guards in the MD Laboratory. As soon as one comes near, duck into an alcove, and the brother in your charge plucks the head off a nearby robot and puts it on as a cunning disguise!



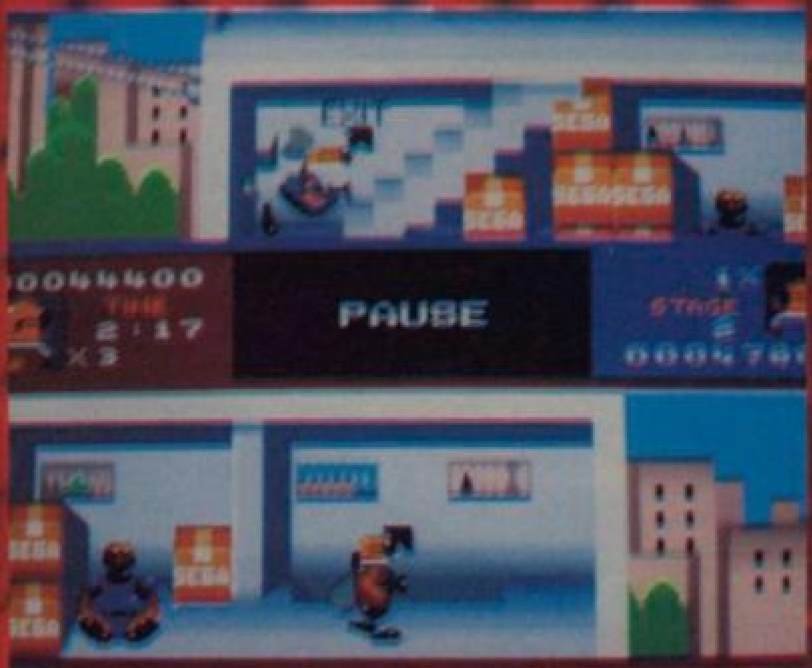
THE ROPE SLIDE: This one looks fun rather than painful, but it all ends in agony. It's actually a fast way of getting from to the floor below, but it's so fast that as soon as slide stops, the speeding brother is hurled through the nearest brick wall!


00084200
TIME
0:00
×3
EXIT
5×
STAGE
6
00017400

▲ *Both Robo and Mobo reach the exit.*


CASINO
00002400
TIME
2:51
×6
PAUSE
3×
STAGE
3
0003950

▲ *Robo admires his handsome features.*


EXIT
SEGA
00044400
TIME
2:17
×3
PAUSE
1×
STAGE
0004700

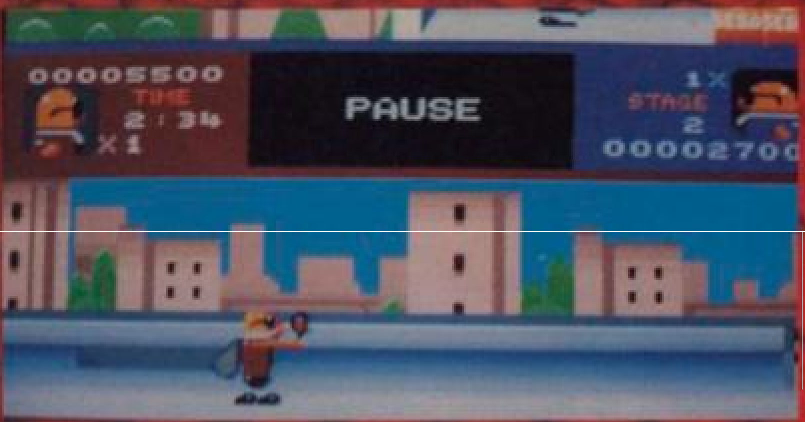
▲ *Hobo gets the last item while Robo heads for the exit.*

REVIEW

BONANZA BROS

00044400
TIME
2:18
×3
PAUSE
1×
STAGE
2
0004780
SEGA

◀ *Robo takes the quick exit.*


00005500
TIME
2:34
×1
PAUSE
1×
STAGE
2
00002700

00011800
TIME
2:29
×5
PAUSE
4×
STAGE
1
00014400

▲ *Hobo hangs around, while Robo makes good his escape!*

ARCADE BONANZA

The Bonanza Bros coin-op appeared in British arcades last summer and its weird gameplay (especially for a Sega machine) and stylish graphics earned it some success. This conversion is two levels shorter than the coin-op, the fruit market being one of those absent. Also missing are the bonus stages which appear every few levels in the arcade game, in which the Bros have to dodge the beams of searchlights or face a mouthful of bullets!

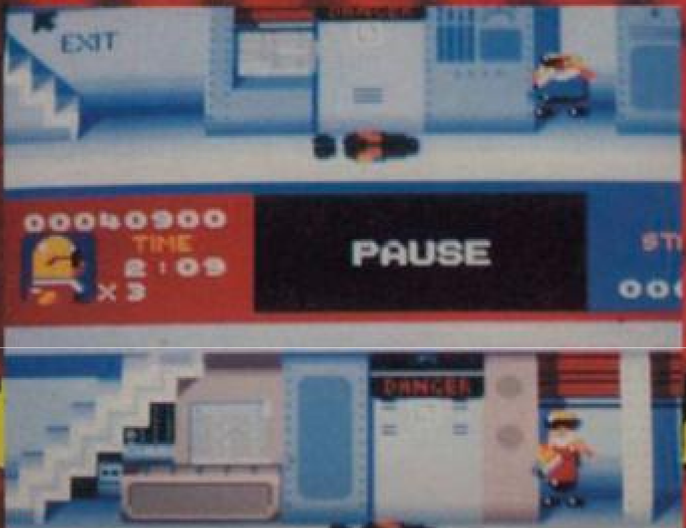
00032900
TIME
2:54
×1
PAUSE
2×
STAGE
2
00022100

▲ *Robo gets a rake in the face - Hobo gets a good laugh!*

00099000
TIME
2:13
×0
PAUSE
BONANZA BROS
CREDIT 0

Looks like the brothers ▼ *have been spotted!*

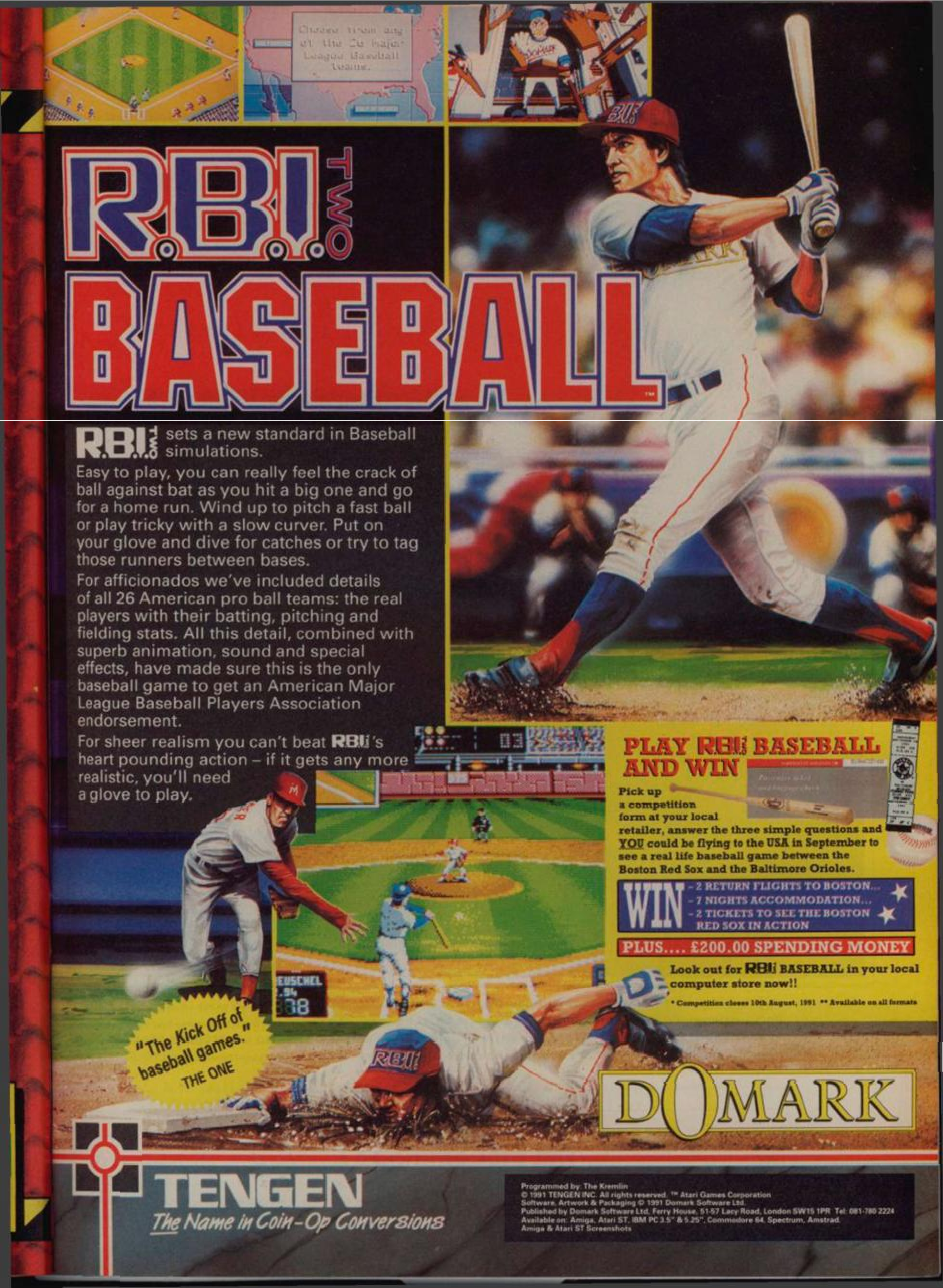
PAUSE
5×
STAGE
5
00017400


EXIT
00040900
TIME
2:09
×3
PAUSE
DANGER

There's no denying the graphical appeal of Bonanza Bros. The sprites are true to the arcade, with some nice, varied backdrops and excellent sprites. The sound is quite nice too with some cutesy soundtracks and good effects. To begin with the gameplay is quite entertaining - splatting meanies and collecting the swag does keep you occupied for a couple of hours, but if you've got the difficulty level on the lowest setting and the lives counter on the highest, then you'll complete the game in just a couple of shots. There are actually less levels in this version than there are in the arcades and all of the bonus levels are missing too. Superficially, Bonanza Bros is a great game, but it lacks the lastability factor that would make shelling out £35.00 truly justified.

RICHARD LEADBETTER

MEGADRIVE	
GRAPHICS	93
SOUNDS	70
PLAYABILITY	71
LASTABILITY	55
OVERALL	65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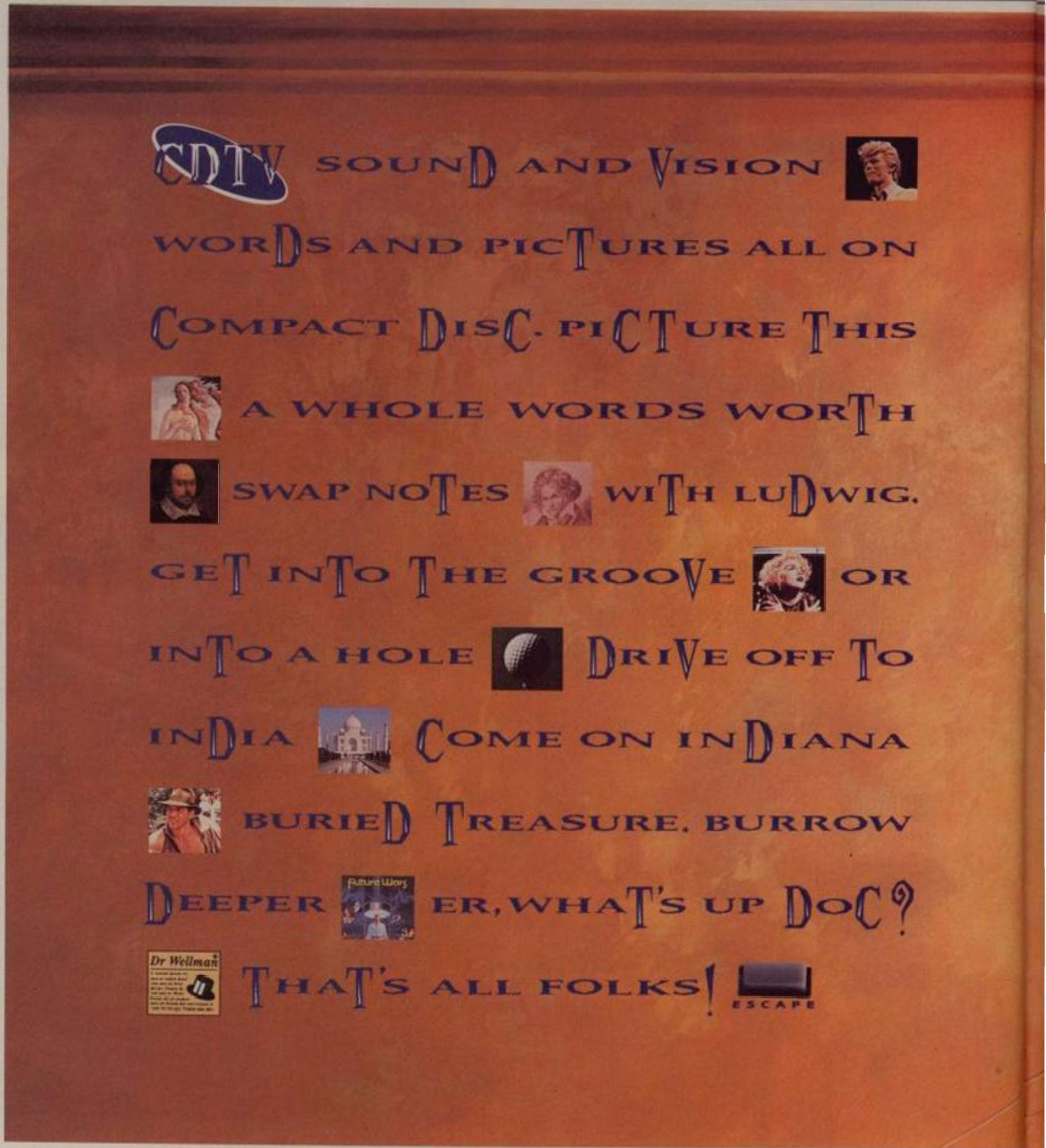

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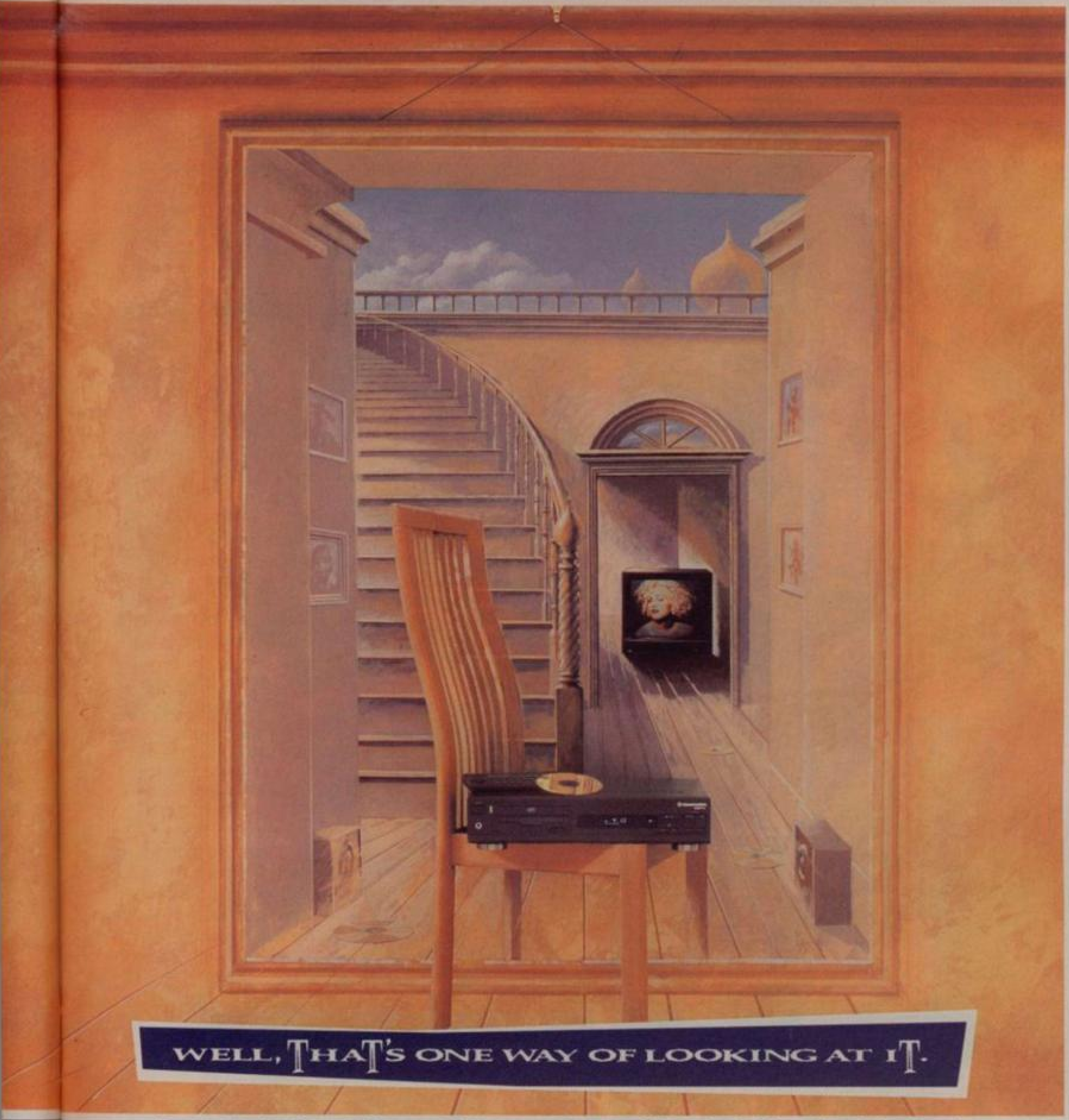
Dr Wellman

ESCAPE



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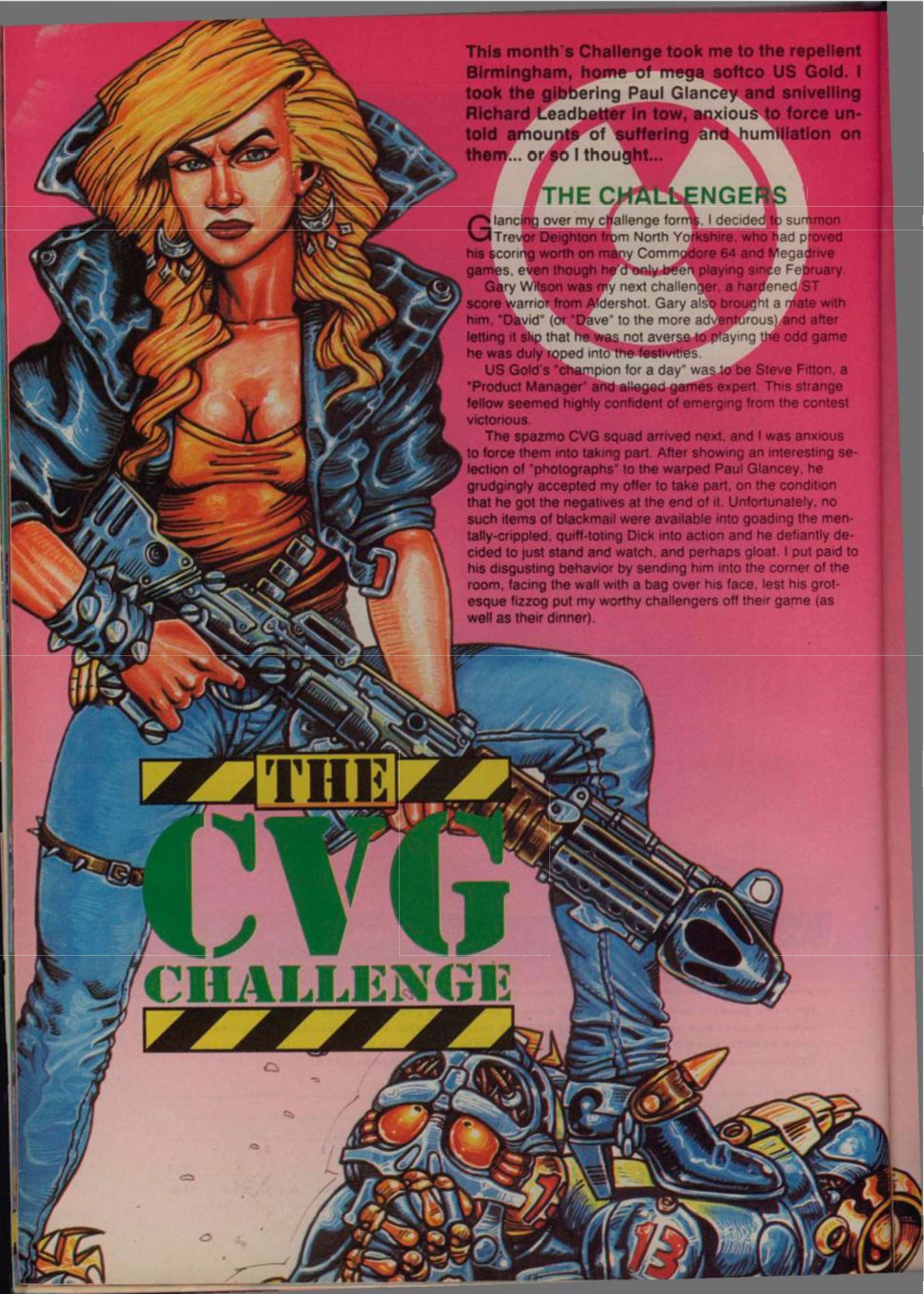

THE CVG CHALLENGE

This month's Challenge took me to the repellent Birmingham, home of mega softco US Gold. I took the gibbering Paul Glancey and snivelling Richard Leadbetter in tow, anxious to force untold amounts of suffering and humiliation on them... or so I thought...

THE CHALLENGERS

Glancing over my challenge forms, I decided to summon Trevor Deighton from North Yorkshire, who had proved his scoring worth on many Commodore 64 and Megadrive games, even though he'd only been playing since February.

Gary Wilson was my next challenger, a hardened ST score warrior from Aldershot. Gary also brought a mate with him, "David" (or "Dave" to the more adventurous) and after letting it slip that he was not averse to playing the odd game he was duly roped into the festivities.

US Gold's "champion for a day" was to be Steve Fitton, a "Product Manager" and alleged games expert. This strange fellow seemed highly confident of emerging from the contest victorious.

The spazmo CVG squad arrived next, and I was anxious to force them into taking part. After showing an interesting selection of "photographs" to the warped Paul Glancey, he grudgingly accepted my offer to take part, on the condition that he got the negatives at the end of it. Unfortunately, no such items of blackmail were available into goading the mentally-crippled, quiff-toting Dick into action and he defiantly decided to just stand and watch, and perhaps gloat. I put paid to his disgusting behavior by sending him into the corner of the room, facing the wall with a bag over his face, lest his grotesque fizzog put my worthy challengers off their game (as well as their dinner).

GAME ONE GAUNTLET

A worthy game to start the challenge, Gauntlet is an eight-way scrolling maze game with the objective being to reach the exit of each maze blatting and blasting meanies on the way. This isn't really my cup of tea - the lack of gratuitous violence just isn't good enough. Still, this Master System version of the game is probably the best yet, so it's not all bad.

Trevor went first, "went" being the operative word. Being relatively new to this computer game malarkey, the ex-rally driver had never played any version of this age-old arcade blast, and his maze-related antics proved to be completely inept. The other challengers watched in dumbstruck awe at his unskilled activities. A pitiful 2,500 was all Trev could come up with. Oh well.

▲ ***Gary takes his seat and proceeds into battle against ghouls and demons in the Sega version of Gauntlet. By the time he'd finished his go, his slow-playing tactics had drained the will to play from the other competitors, allowing him to take the round.***

The slightly more experienced Mr Wilson proved to be marginally more successful, achieving a score of 9,140. His game was a more cautious one, hiding behind corners and occasionally blasting the meanies. It took an age to wrest the lad from the console, and I suddenly realised that dirty play was the order of the day: Gary was subtly trying to bore his opponents into submission!

▲ ***Steve Fitton - a man barely alive. Gentleman, we can rebuild him. We have the technology to make him the world's smallest product manager.***

David arrived next on the console and came up with a fairly miserable 4,480 - and that was after a practice session! I wondered if this cheeky chappie was really any good at games following this effort. I decided to keep a close eye on him...

Steve "Mr US Gold" Fitton came up next for his turn, and came away with a fairly creditable 6,325, and so he should seeing as he'd playtested the game! His tactics were much like slothful Gary's except that they were even more tedious. About fifteen hours later he was finished (but Gary's score still ruled), and I woke up the rest of the audience ready for the final, pathetic participant.

It only took a saucepan blow to the cranium to wake up the retarded, drooling Glancey person and persuade him to take his seat before the Master System. Obviously the concussion had some unforeseen effect and he somehow knocked up 6,015 points, which I was shamed to admit gave him third place in this round. Arrgggghhh! I'd make the fool never wish he'd been born for this!

GAME TWO PAPERBOY

The Sega version of this age-old coin-op was the next game on my challenge agenda, and after the drawn-out proceedings of the Gauntlet game I ushered Trevor to the seat ready to commence newspaper-throwing combat. This was another game he'd never played, but after five minutes of competent coaching from the Glancey-thing he turfed up a pretty decent score of 4,200 points - reaching day three.

Gary and David (real-life paperboys both) obviously weren't paying attention during Paul's "expert" tutorage and came up with a pair of surprisingly lacking performances, scoring 3,900 and 3,550 respectively. Their games were particularly painful to watch and it seemed that avoiding any sort of obstacle was a bit too much for these creatures.

▲ ***Mean and moody Mr Wilson studies his surroundings and struggles not to be brainwashed by the huge number of publicity posters which confront him at every turn! You can tell by the look on his face that his will is gradually slipping away...***

The diminutive Steve Fitton took the seat after about seven minute's worth of constant whingeing, ended only by my mentioning something about his tender regions and the large, spiked stick I'd brought in my weapons holdall, and the red mist that was appearing before my eyes. It seemed that his pathetic, apologetic whining was justified as he came last with a limp 3,330.

Last and very definitely least, the giggling, deluded Glancey took the hot seat. He had obviously been taking some kind of subliminal anti-clumsiness course and much to my supreme annoyance he took the round with a massive 10,610 points! At this stage in the contest, this made him joint leader

THE CVG CHALLENGE

CONTINUED...

with Gary. I hoped that he completely fouled-up the next couple of rounds - for his sake... Unfortunately, US Gold didn't share my sentiments and took the whole lot of us (including the Leadbetter creature) out to lunch at the swanky TGI Friday's restaurant!

▲ *Trevor Deighton - a man so hard he can sit on discarded soft drink cans without inflicting injury. Here we see him watching his fellow challengers practicing on the Shadow Dancer coin-op in the corner of the room.*

GAME THREE SHADOW DANCER

After a vast lunch, it was time to cart the challengers off to US Gold's coin-op city for the third and fourth rounds of my challenge. To get the ball rolling, I ordered one round to be played on Shadow Dancer - the story of a psychotic ninja and his ferocious child-mauling canine chum.

Cheers went up from the assembled US Goldies as Steve stepped up to the machine. He reckoned he was company champion at this particular coin-op, and proceeded to let everyone else know as he started to show off a bit (more than a bit actually - his slimy smugness made me want to vomit into the nearest sick bag). His multiple hours of practice made it easy for him to get well into the game before his on-screen Ninja counterpart finally kicked the bucket. He finished his game with a meaty 76,000.

SEGA
ARCADE HITS
THE WRATH OF NINJA
FURY!

▲ *Heeeeere's David! He's having a bit of a practice at Shadow Dancer before lunch so he can trounce the rest of the field later. Unfortunately, it was all to go so tragically wrong for the boy when the time came.*

After this slimy, odious performance, David's limp 4,800 was, well, there's no other word for it, but "distressing". I don't really want to dwell on this ineptitude, so I won't.

Unfortunately, the same goes for Gary's equally lacklustre performance. His score of 5,600 wasn't quite as disastrous

as David's effort, but it simply wasn't good enough to match Steve's performance.

To round the game off with a laugh-and-a-half, Paul Glancey arrived to have a quick stab at the game. I had noticed him observing Steve's skillful attempt, and he had obviously been taking careful note of how to take out the tougher terrorists. So, even though he had played the arcade game on only two other occasions, the annoying creature actually did surprisingly well, clocking up a fairly decent 20,400 and claiming second place as his own. Bah!

GAME FOUR
MERCS

Eager to redeem himself after his earlier failures, Trevor had been practising on the MERCs coin-op which stood in the corner of the room. So he was first to take the joystick, and he proceeded to blast his way through level one, collecting all the weapons he could and massacring as many enemy soldiers as possible. His performance did him credit and he came away from the game with a respectable score of 51,450 points.

Steve decided to have a go next. He brashly announced that this was another coin-op to which he was seriously addicted, causing looks of consternation to be passed between the other challengers, who had played it only seldom. Sadly, his boasting proved to be no lie and his assault on the enemy continued until the end of level two. He left the coin-op after racking up 52,300 points.

Again I had observed the writhing Glancey studying Steve's tactics, anxious to emulate them for maximum success. Some hope! When his turn actually came up, the nauseating Paul "Mr Floppy" Glancey actually did better than Steve, yomping through the majority of level two with a gargantuan score of 69,600. The assembled masses seemed to think that the odious one had clinched the round, and their suspicions seemed vaguely justified as Dave started his go, and only managed to knock up a quick 10,000 points before expiring!

However, Fate was to deal the smug-ridden Geordie a losing card as Gary took the hot spot. His MERCS abilities made Glancey's look like complete Excrement From The Last Devil In Hell, as he yomped and blasted his way through to level three with a huge 84,100 score! Gary had taken the round, and Glancey could not help but feel a little disappointed. I laughed a lot.

▲ *It's all over for the youngsters, and they take delivery of their prizes. Brave loser, Trevor (left), gets the booby prize of an empty cardboard tube, while the others (Gary, centre and Dave on the right) get an extremely expensive Walkman and a Master System Plus pack!*

THE OLD SCOREBOARD

THE MASTER SYSTEM CHALLENGE

	GAUNTLET		PAPERBOY	
TREVOR	2.500	4	4.200	8
GARY	9.140	10	3.900	6
DAVID	4.480	5	3.550	5
STEVE	6.325	8	3.330	4
PAUL	6.015	6	10.610	10

THE ARCADE CHALLENGE

	MERCS		SHADOW DANCER	
TREVOR	51.450	5	4.800	4
GARY	84.100	10	5.600	6
DAVID	10.000	4	4.800	4
STEVE	52.300	6	76.000	10
PAUL	69.600	8	20.400	8

Totting up the final scores, I found the results intensely embarrassing. I checked and re-checked my findings, but there was no denying it, the vomit-inducing Glancey had won my challenge, tying at the top slot with Gary Wilson! US Gold really piled on the prizes, handing out brill remote-controlled cars, mega-expensive Walkmans (Walkmen?) and even a Sega Master System as a runners-up prize. So, another happy ending... for them. The prospect of Glancey winning a challenge made me feel ill for many days, and I vowed a terrible vengeance against the hideous Geordie...

▲ *Here we see Andrew, US Gold's resident spaz, who is trying to plug his favourite joystick into the Shadow Dancer arcade game. Aren't you glad they don't let him do any programming?*

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- Media Direct
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- Micro Value
- Micro Smart
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MEGADRIVE

The Madden score roll continues as massive scores arrive by the hour (well, nearly). A nice Elemental Master score kicks off the table (even MEAN MACHINES' drooling Gary Harrod thought it was impressive), followed by an even better Mickey Mouse score. Keep your scores rolling in, or else!

ELEMENTAL MASTER	1,007,355 (MANIA LEVEL)
Samir Bellant, Crowborough, East Sussex	
JOHN MADDEN'S FOOTBALL	236-10
Kieron Marnell, Swansea	
MICKEY MOUSE	492,900
Carl Davis, Sutton-in-Ashfield, Nottinghamshire	
MIDNIGHT RESISTANCE	17,737,00
Mark Hayes, Sydenham, London	
GYNOUG	2,716,880
Mark Hurcombe, Lichfield, Staffordshire	

NINTENDO

The Turtles score is finally replaced by a far superior effort, and there's been some decent high-scoring action on Batman, Double Dragon 2 and Duck Tales, but I still reckon there's far more room for improvement. How about some scores for Snake, Rattle and Roll or Tecmo Wrestling?

BATMAN	9,074,200
James Qualter, Surbiton, Surrey	
DOUBLE DRAGON 2	40,200
Karl Bryning, Heywood, Lancs	
DUCK TALES	$5,966,000 (COMPLETED)
Guy Cawtro, Bradford	
BLADES OF STEEL	16-5 20-3 20-8 (PRO LEVEL)
Andrew Walker, Bury, Lancashire	
TEENAGE MUTANT HERO TURTLES	1,604,182
Paul Mills, Ipswich, Suffolk	

GAME BOY

Revenge of the 'Gator is proving to be the most popular high-scoring Gameboy cart this month, followed up by the likes of Double Dragon and the Turtles. I've put that Dr Mario score in as a prompt for more satisfactory efforts. It's a great game and well worth taking a look at with a view for some high-scoring action. Know what I mean?

DR MARIO	82,800 (low speed)
Mark A Cooper, Stainforth, Doncaster	
TEENAGE MUTANT NINJA TURTLES	210,100
Chris Stewart, Newport	
DOUBLE DRAGON	122,710
Luke Fieldhouse, York	
REVENGE OF THE 'GATOR	1,335,590
Ruben van der Heuvel, Holland	
TETRIS	470,132
Daryn Quinn, Great Yarmouth, Norfolk	

PC ENGINE

Ha! After my hilarious put-downs and vicious taunts, you PC Engine owners are finally getting your fingers out and playing with your Engines instead. But still I want scores on Bomber Man, Parasol Stars and maybe even Final Match Tennis. Don't disappoint me now or I might get a tad annoyed...

SON OF DRACULA	COMPLETE (15 lives remaining)
Nick Silversides, Hasoby, York	
FORMATION SOCCER	40-0 (Argentina vs Japan)
Nathan Russell, Ilford, Essex	
AFTERBURNER	4,773,100
J S Edmunds, Edinburgh	
SCI	2,173,610
Amit Vyas, Penge, London	

SUPER FAMICOM

Terry McPherson's scores still rule supreme, so much so that I have called in the Credibility Squad to test his claims. Any road up, for next month I want Final Fight scores *using only one credit*, and F-Zero scores *obtained without losing one ship*! Ha, that should really separate the men from the small, furry mammals!

F-ZERO	60,120
Terry McPherson, Somewheresville	
FINAL FIGHT	3,369,270
Terry McPherson, Dunno-on-Sea	
HOLE-IN-ONE GOLF	11 UNDER PAR
Jackie Gilbert, County Antrim, Northern Ireland	
PILOTWINGS	LEVEL 8 (CODE 760357)
Paul Glancey, CVG	
SUPER MARIO WORLD	9,999,990
Julian Rignall, CVG	
DARIUS TWIN	2,625,900
Gary Harrod, MEAN MACHINES	

ARCADES

MEAN MACHINE's grotesque Gary Harrod dominates the score tables again, this time playing Street Fighter 2, Dragon Sabre and Super Space Invaders. Having this repellent being infesting my tables is knocking years off my life, so *get him off them NOW*. I expect better things by next month or else I get mean!

SUPER SPACE INVADERS	633,710
Gary Harrod, MEAN MACHINES	
DRAGON SABRE	137,250
Gary Harrod, MEAN MACHINES	
STREET FIGHTER 2	11 BAD GUYS (COMPLETE), ONE CREDIT
Gary Harrod, MEAN MACHINES	
PIT-FIGHTER	3,001,000
Julian Rignall, CVG	
MIDNIGHT RESISTANCE	COMPLETE (ONE CREDIT)
Stephen Hancock, Romford, Essex	

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

RIP HERE

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME ....SCORE ....
GAME ....SCORE ....
GAME ....SCORE ....

NAME: ....
ADDRESS: ....
....
TELEPHONE NUMBER: ....
MY MACHINE IS: ....

HIGH SCORES

Dear Wimps,

Welcome, Score Kings to the latest in my instalment of pulse-racingly thrilling highscores. A whole new bag of scores this month, and a challenge too! If you think your abilities deserve a mention on my hallowed pages, fill in the coupon now - or forever hold your piece!

Sadie

AMIGA

After a gibbering start, you Speedballers are finally getting to grip with the Bitmaps Brothers' superb game - and about time too! A nice new entry in the form of that Golden Axe score and a rather impressive GODS achievement. But still I think you could do better...

SPEEDBALL 2 Ian Pollard, Hide Hollow	960 LEAGUE POINTS
GOLDEN AXE Phillip Marsh, Castle Bromwich, Birmingham	767.9
GODS Ming Yu, Canterbury, Kent	7,564,339
SWIV Jim Shephard, Gwent	629,230 (97%)
OUT RUN Conrad Witcomb, Telford	23,438,168

ST

Urrggghhh! The repellent quiffster, Richard "droopy" Leadbetter actually has a score in the ST chart! Get rid of it quick, or else! An interesting F19 effort (surely it can be bettered) and a massive Kick Off 2 score - can any one beat it?

F19 STEALTH FIGHTER Sam Kincaid, Weeley, Essex	926 (Medium level)
KICK OFF 2 Sam Kincaid, Weeley, Essex	48-0 (Italy vs Germany)
RAINBOW ISLANDS Richard Leadbetter, CVG	5,010,330
NITRO Alexis Clurea, Sweden	210,000
PANG Simon Collins, Bexley Heath, Kent	2,329,800

C64

Only a brace of C64 highscorers this month. What happened? I wouldn't like to think that you lot have fallen asleep on the job (as it were). I expect better things next month, or all my energy will be diverted into deriding you lot publicly for what you are! Ha!

BUGGY BOY Matthew Gabriele, Perth, Australia	112,180
BLACK TIGER James Tape, Dagenham, Essex	19,600
SWIV Bob Pullen, Doncaster	79,000 (Solo - Helicopter)
Navy SEALs John Whyte, Kilsyth, Glasgow	192,680
TURRICAN II S J Bambridge, Norwich, Norfolk	3,501,800

SPECTRUM

You lot have got a bit better at Lotus, but it still just isn't good enough. I want better things next month, or I'll personally come round and whip you into shape (stop drooling). The NARC scores have been rolling in, but Mark Perrin's score took the top slot.

NARC Mark Perrin, Aylesbury, Bucks	273,475 (COMPLETE)
LOTUS ESPRIT TURBO CHALLENGE David Forbes, Swansea, West Glamorgan	186
PANG Daniel Creser, Northampton	650,600
SUPER OFF-ROAD Daniel Creser, Northampton	£587,000
R-TYPE Daniel Creser, Northampton	991,000

AMSTRAD

Hmmmmmm. A few more scores this month, but they only show to me that your highscoring prowess is rather akin to a ageing donkey with bad hand-to-eye co-ordination. So come on, score masters, get those scores in now!

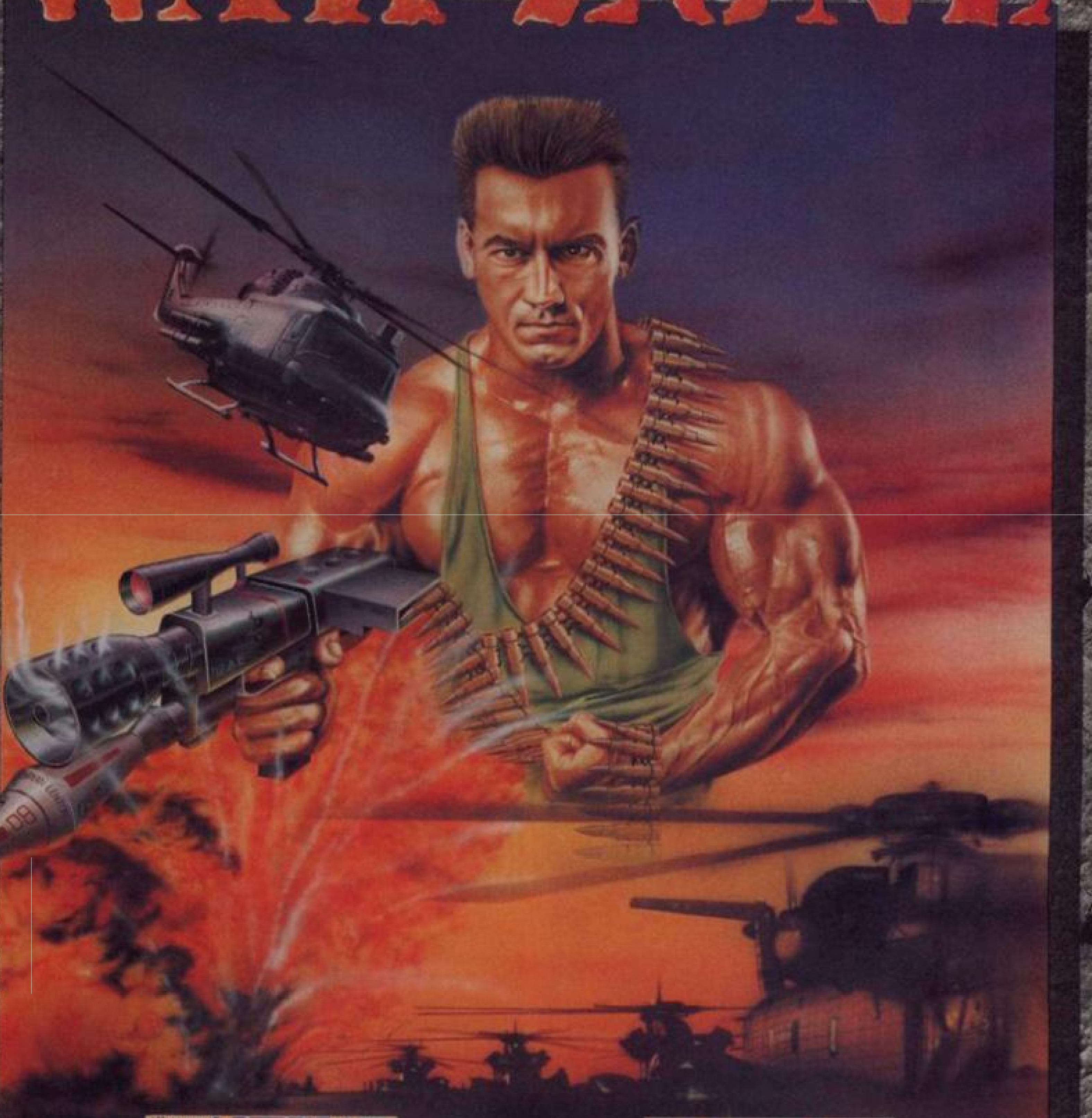
CHASE HQ Stephen Barrs, Lutterworth	9,856,669
HAMMERFIST Graham Richardson, Dublin	12,472
MIDNIGHT RESISTANCE Leon Phipps, Clwyd	27,440
KLAX Chris Craig, Kempshott, Hants	1,740,000

SEGA

After your few months' scoring hibernation, you Master System score masters are finally letting the highscores roll. Plenty more decent scores arrive by the day, but I expect more of you - especially to keep the gibbering CVG reviewers out of the table on a more permanent basis.

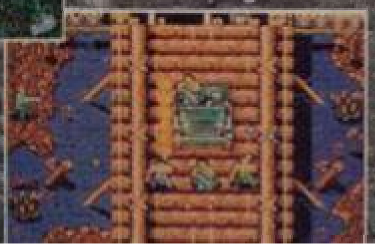
CHASE HQ Steve Smart, Bristol	9,371,500
SUPER MONACO GP Alex Charles, Luton	GRAND PRIX 7
GALAXY FORCE David McMurdo, Dumbarton	433,400
BATTLE OUTRUN Steve Smart, Bristol	$261,200 (COMPLETE)

WAR ZONE



The year is 1999. World peace is being threatened by an unknown enemy force. You and your accomplice have been chosen to lead an allied attack which will take you through eight different scenarios.

War zone can be played by two players simultaneously, or as a single player game. The two player game centres around the interaction between both players, developing a need for team work and a 'cover my back' style of strategy.



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MEGADRIVE **£34.99**

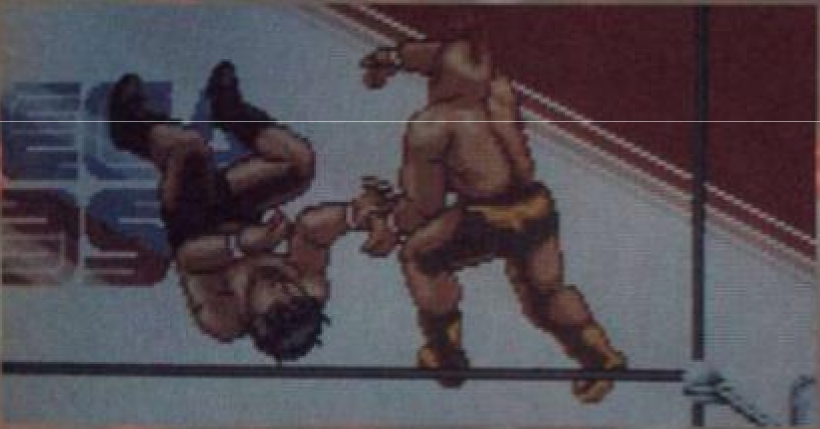
BY SEGA

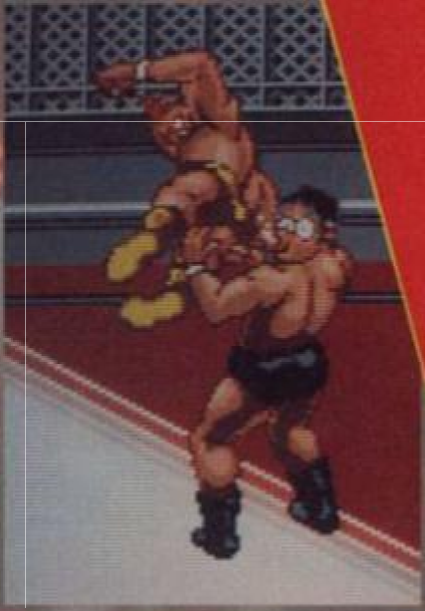
WRE W

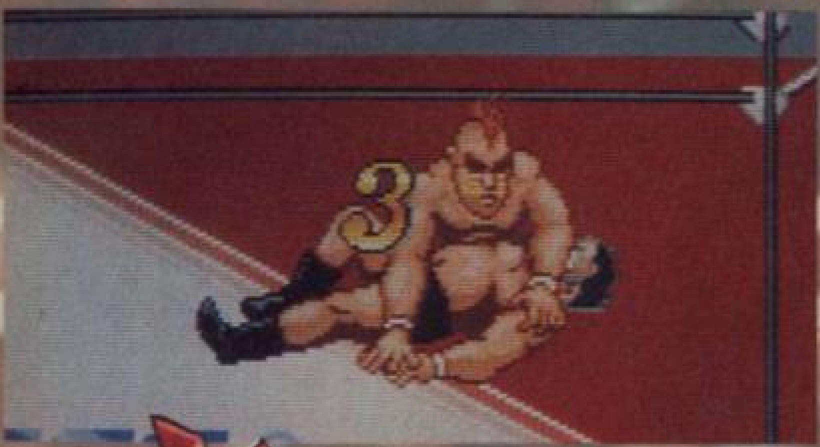
Fancy a bit of Wrestlemania? Then try your chances in the Wrestle War - the ultimate challenge to find the hardest, meanest and greatest all-round wrestler ever! Taking the role of an up-and-coming mat mangler by the name of Bruce Blade, you have to beat eight rough 'n' ready wrestlers in a bid to become the American wrestling heavyweight champion!

Not that you'll have it easy, by any stretch - wrasslers from Miami, New York, San Francisco, Minneapolis and Dallas are out to put you down, becoming progressively more vicious and sneaky as you progress.

Oh well, at least it's a while before you have to take on Grand Kong in the title showdown. They say the man's a gorilla, so there's no time to monkey around...







It's pretty clear there's a remarkable lack of decent Megadrive wrestling games, but Wrestle War fits the bill quite nicely! The action is fast and exciting, depicted with excellent graphics. The sound is also good, with great grunting noises and perfect effects - stamping your opponent's head against the canvas produces the most satisfying noise! Although it tends to get a bit repetitive after a (long) while, there's lots of challenge on offer, and pummeling all of the opponents will take ages. All combat games benefit from a decent two-player mode, and Wrestle War even has this as well. We know from the vast stacks of mail that you lot want a decent wrestling game, and Wrestle War more than delivers! So, if you fancy smashing chairs and cash boxes over someone's head, this game is a dream come true!

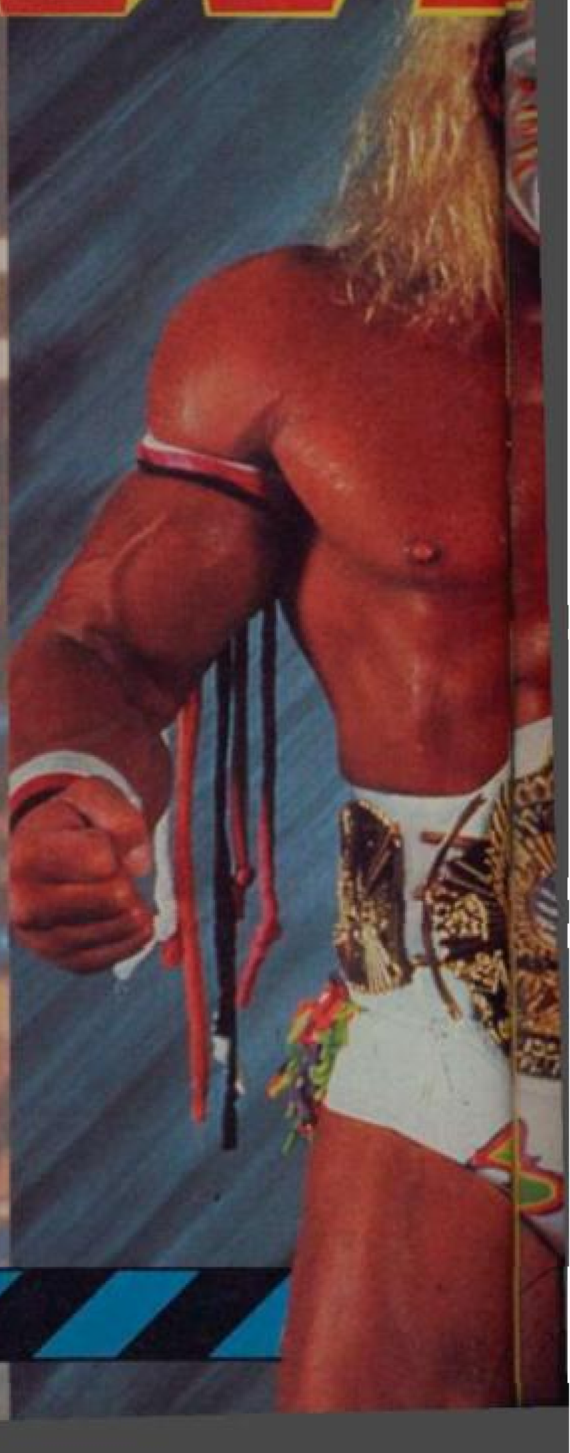
RICHARD LEADBETTER

FIGHTING TO WIN!

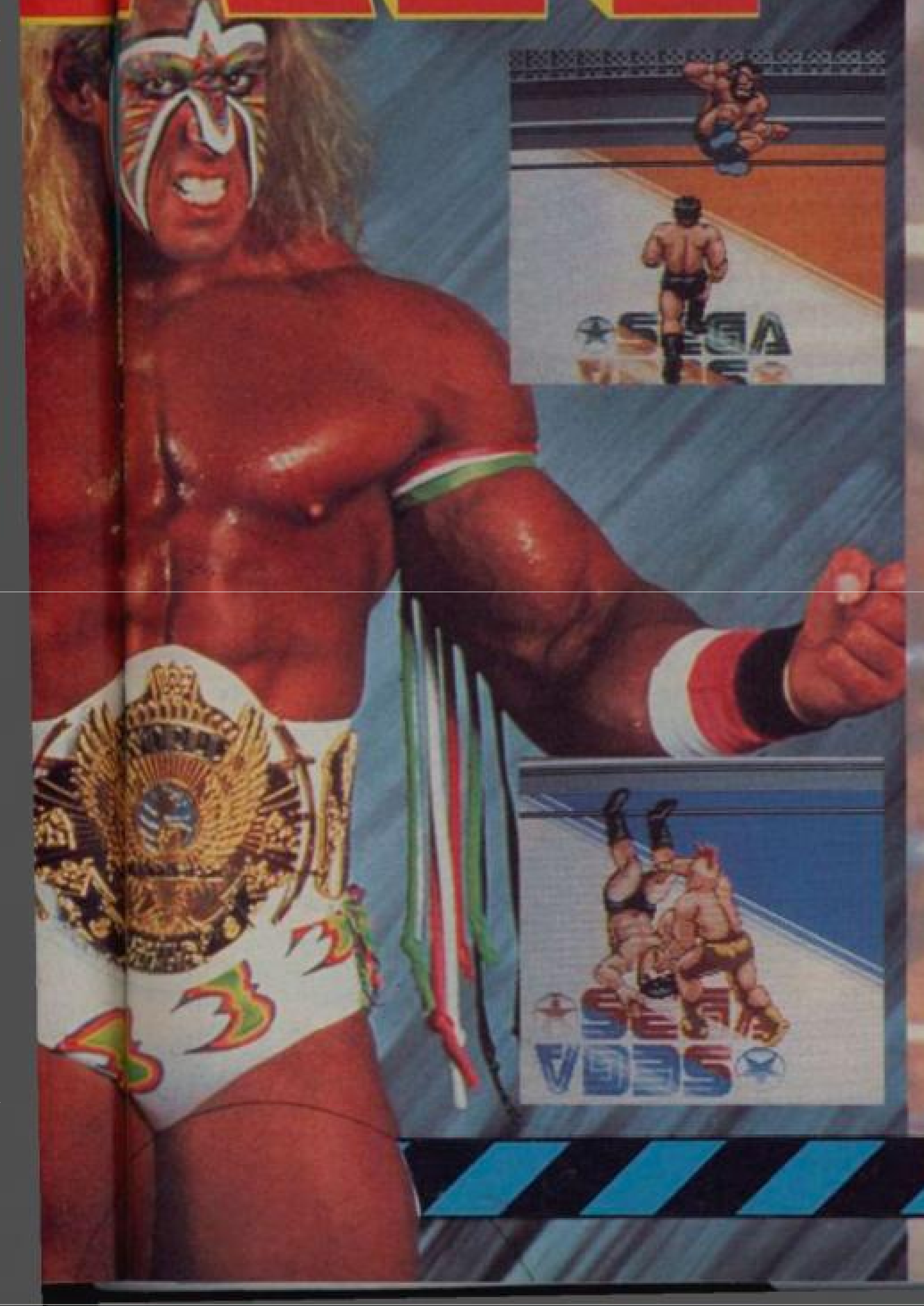
OK, so you want to be thumping good and become king of the ring? You'll need to get to grips with a few tasty tactics to marmalise the opposition and stake your claim as a grappling glory boy.

You can either punch or kick your opponent, but should you want to try something a bit special then hold onto him, after which a power meter appears. You can then fling him across the ring, flip him over on to the mat, drop kick him in the face or even clothesline him - achieved by sticking your arm out and allowing your opponent to run straight into it!

At any time you can try to pin your opponent to the canvas whilst the ref counts to three. Should you succeed, you'll progress to the next challenger. If not, you'll have to make sure you do it to him before he does it to you!

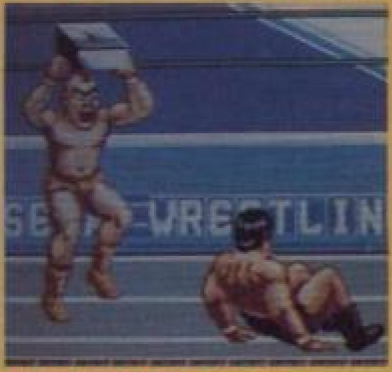


ESTLE AR

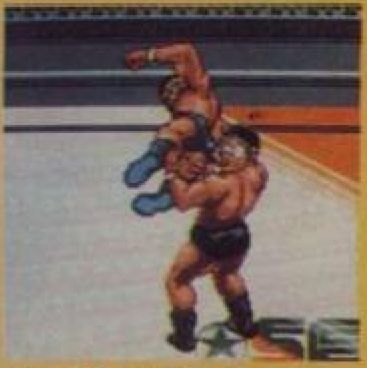


GRUNTIN' AN' GROANIN'

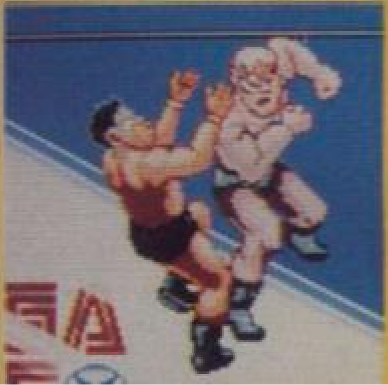
The eight man-manglers you'll have to go up against are no easy pushover, and get harder as the match-ups progress.



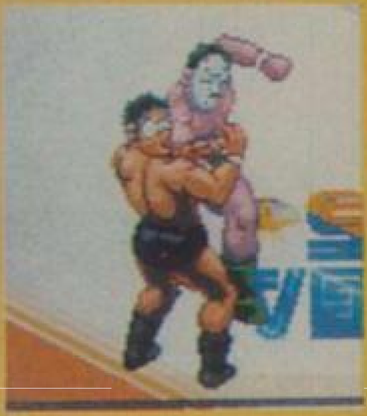
THE MOHAWK KID
The first opponent, this so-called hard-nut only has half your energy and is easily dealt with.



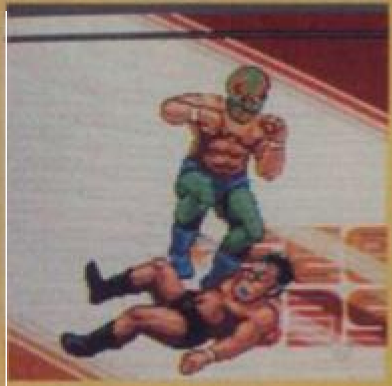
SLEDGEHAMMER
This dude won't hang about. Watch out for his knee-drop if he gets you on the mat!



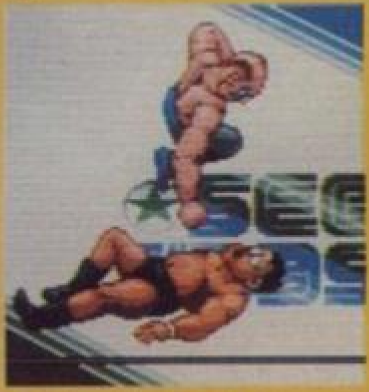
GRAND KONG
The champion wrestler, this human anthropoid isn't about to let anyone take his title away, let alone some cheap punk in black shorts!



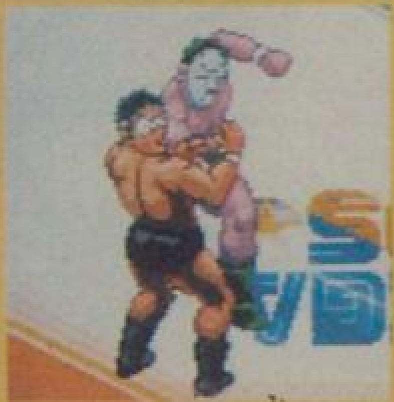
MR J
Looking not unlike Jason Vorhees, this guy will do his utmost to make your face a permanent feature on the canvas!



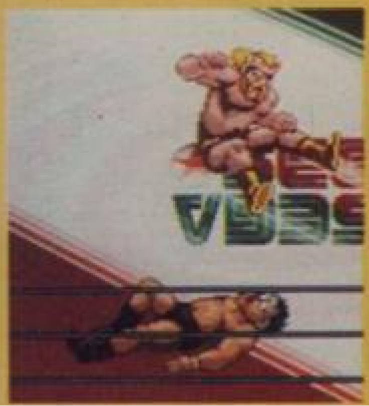
NIMROD FALCON
This Miami mangler is a real tough nut to crack, and just loves to smash unsuspecting challengers to bits!



DAN DAMBUSTER
A mean and moody Bronx brawler, this wrassle monster is definitely out to put you away!

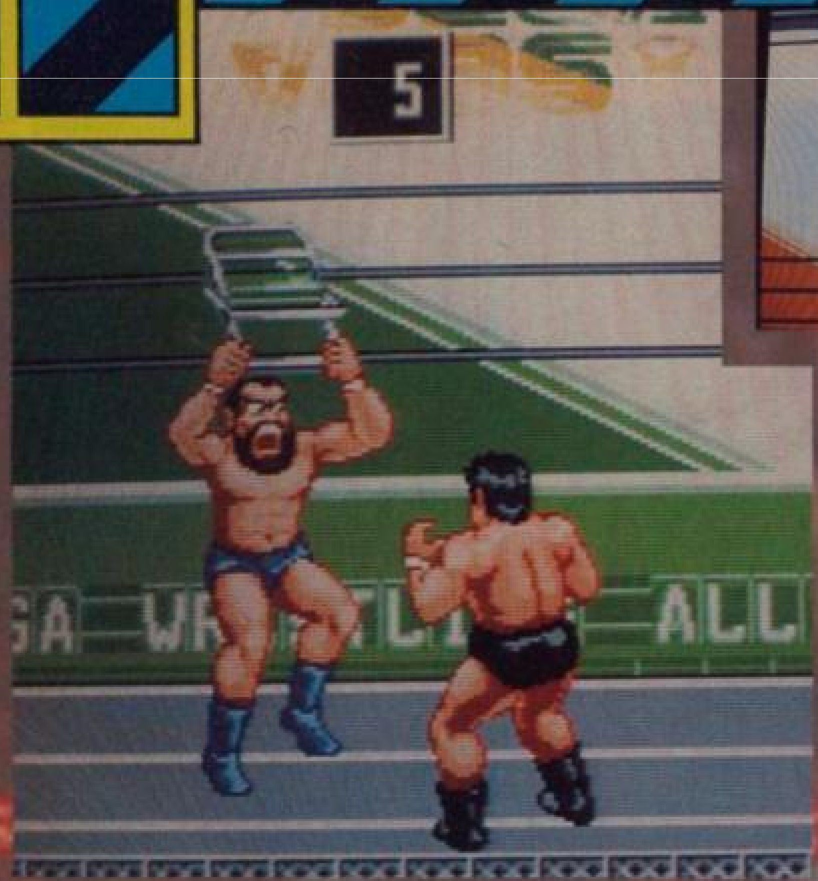


BUCKSKIN ROGERS
The number 2 wrestler in the whole of the USA, he's one mean hombre and out for blood!



TITAN MORGAN
This Texan terror is just the sort of guy who loves to jump on your face when you're down!

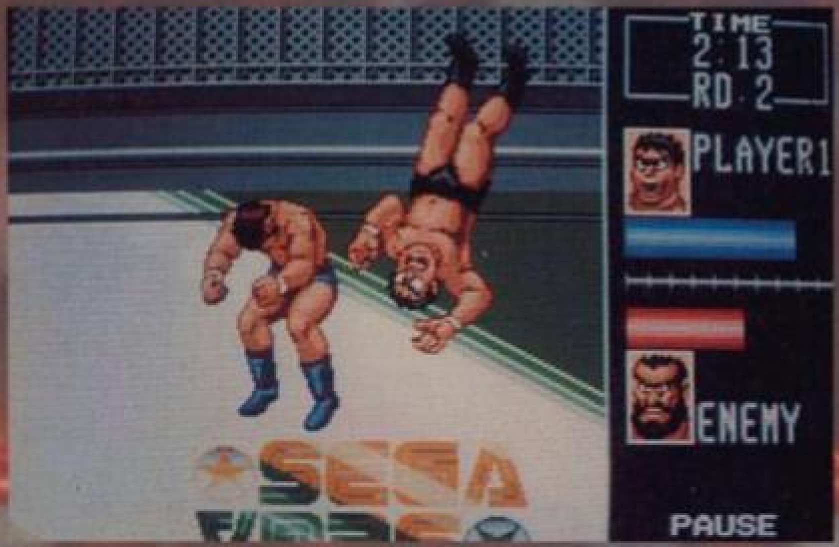
WRESTLEMANIA



1:35
RD 2
PLAYER1
ENEMY
PAUSE

UPDATE

No solid news of other versions, but now that US Gold have an agreement to convert Sega coin-ops, Wrestle War may well appear on other machines.



WRESTLEMANIA!

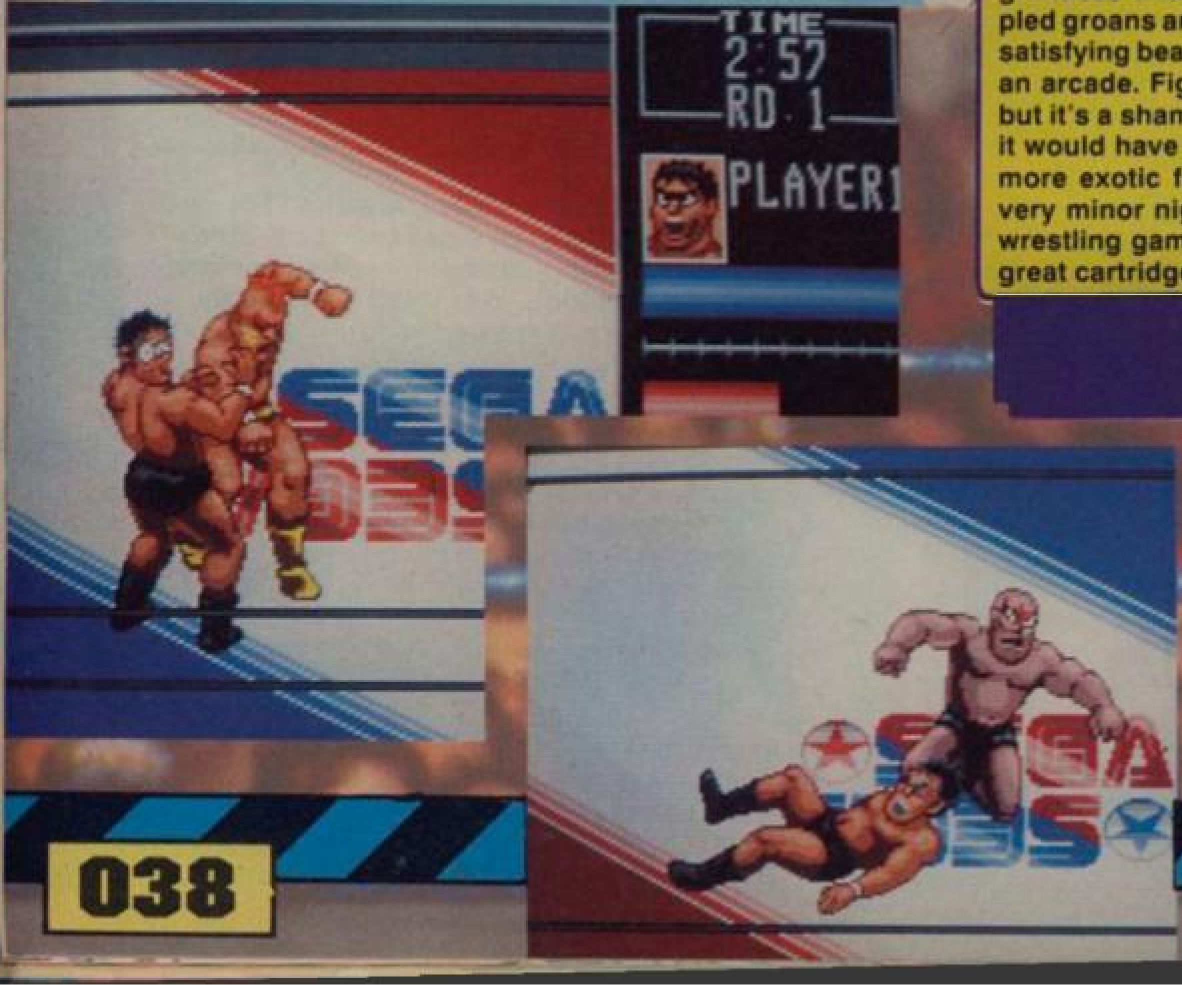
Is there anybody out there who hasn't heard of Hulk Hogan, The Ultimate Warrior, The Big Boss Man and The Million Dollar Man?

These are the stars of the World Wrestling Federation - household names in the States and over here thanks to coverage of WWF events on satellite television. Since the early eighties, seven wrestling extravaganzas have been held, entitled Wrestlemania, and have been packed from beginning to end with nerve-jangling wrassle action.

Hulk Hogan (known as the Hulkster to his millions of fans) is acclaimed as the all-time WWF champion. During his career he has fought all comers, and won, to retain his title. Hogan has lost his title just once, to The Ultimate Warrior, in one of the greatest and most exciting matches ever!

At last - a game which can satisfy all the Megadrive-owning Wrestlemaniacs out there! Wrestle War is fast and playable, and there is some real skill required if you're going to trash the whole bunch of computer fighters. What really makes this game are the big wrestler sprites, whose movements and facial expressions are superbly animated. Not only does it look good, all the grimaces and popping eyeballs are added too by sampled groans and "oof!" sounds, making it one of the most satisfying beat 'em ups you could hope to play outside of an arcade. Fighting against another player is great fun, but it's a shame that player one always has to be Bruce - it would have been more fun to be able to pit two of the more exotic fighters against each other. Don't let that very minor niggle put you off, though - if you're after a wrestling game, stop ringing us up and get hold of this great cartridge now!

PAUL
GLANCEY



MEGADRIVE

	%
GRAPHICS	90
SOUNDS	83
PLAYABILITY	87
LASTABILITY	84
OVERALL	87

THEY DESTROYED EVERYTHING HE HAD
ALL THAT HE LOVED
EVERYTHING THAT HE WAS

NOW CRIME HAS A NEW ENEMY
AND JUSTICE HAS A BRAND NEW FACE

DARKMAN

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REVIEW

SUPER FAMICOM £40.00

BY IMAGINEER

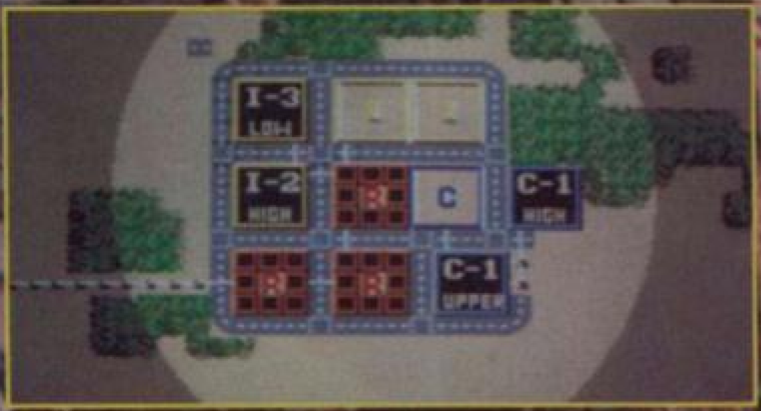
Sim City offers would-be megalomaniacs the opportunity to create and control their own city; to watch it grow from the humblest beginnings to a sprawling metropolis. The game gives you all the tools for the job, including a fat pile of cash and some very eager builders.

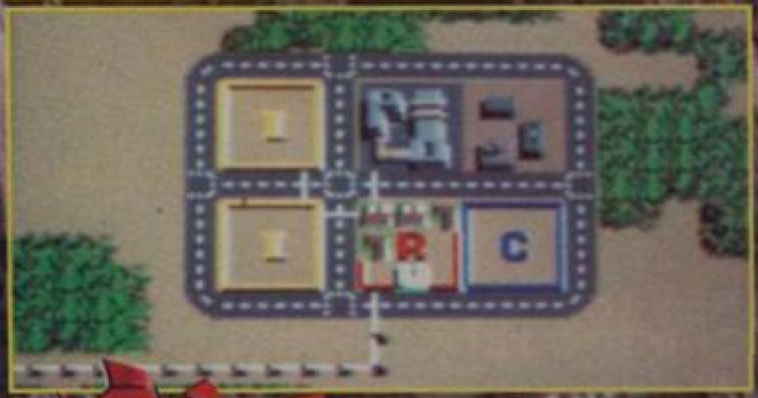
Make your city look attractive enough and people ("the Sims") will willingly move into your settlement. But the Sims are a pretty picky lot, and if your taxes are too high, or if there's too much pollution, or if there's nowhere to work, then you can expect them to depart in their hundreds - and getting them back isn't easy... In short, your job is to provide plenty of opportunity for both work and play to the little Sims, so they'll want to live in your city.

Do you have the ability to create an awe-inspiring metropolis, or is a dinky little hamlet more your style?

CVG HIT

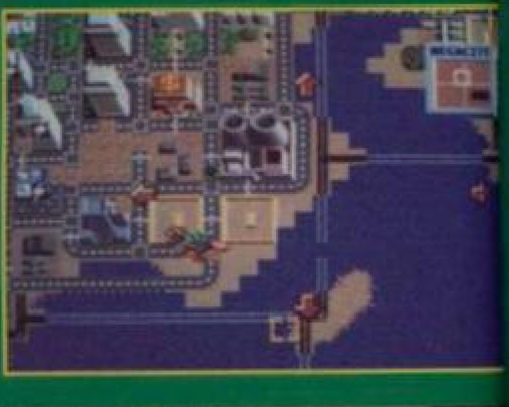
Sim
POPULATION





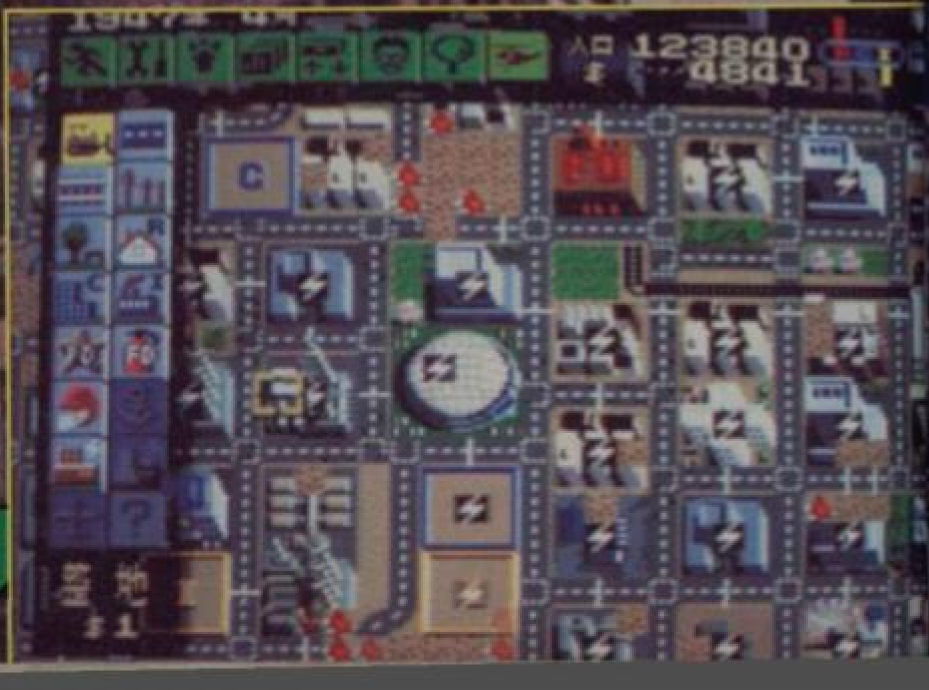
CONSTRUCTION TIME AGAIN

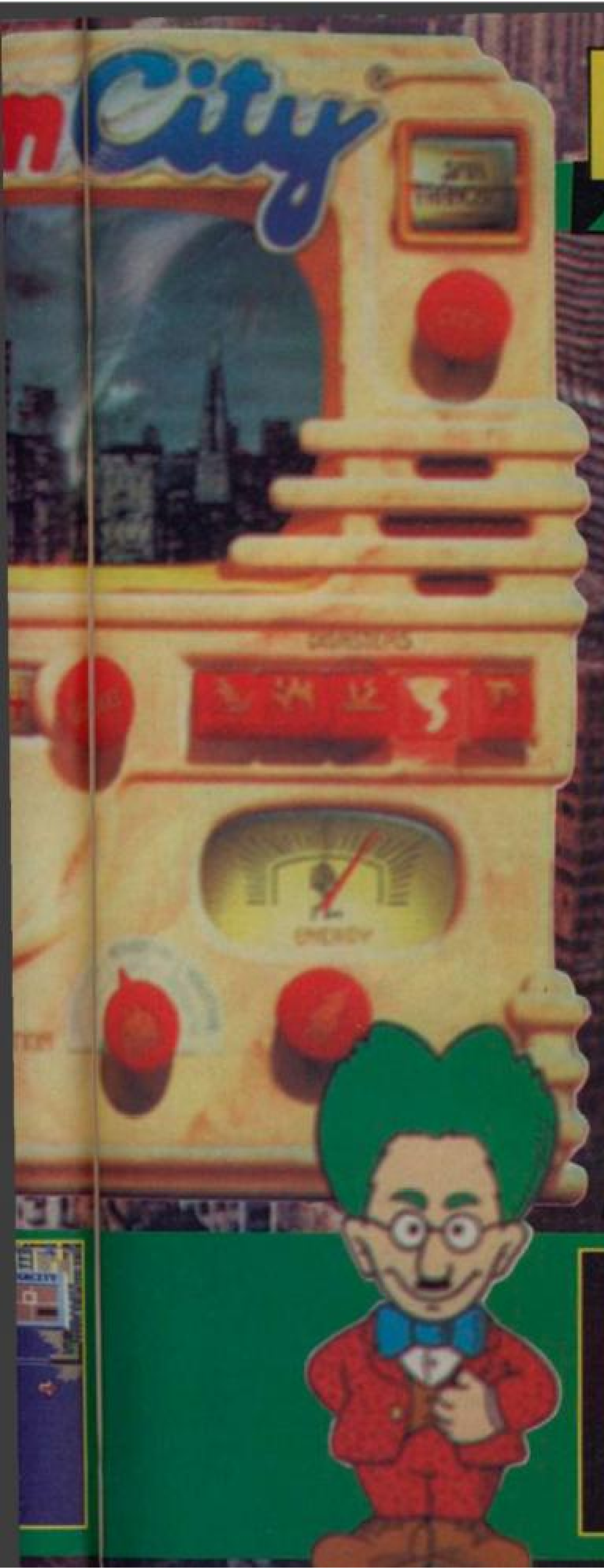
There are three main building types in Sim City. Residential areas are the places your Sims are going to live in, whilst your industrial areas are the manufacturing centres where a lot of the Sims are going to work. Commercial areas are the places where shops, offices and small businesses are located. Connecting these different areas is obviously very important. Sim City offers two methods of creating a transport network. A good road network would attract the car-owning Sims to your town, but could promote some pretty heavy pollution. Similarly, a badly planned network could result in serious traffic jams. The alternative is to create a rail network, which cuts down on pollution and carries more Sims off to work.



Sim City was *never* a game that amazed due to its visual or sonic properties. It's just that the idea of creating and maintaining your own city is incredibly compelling, and watching it grow before your very eyes provides some serious entertainment. The graphics (though not spectacular) serve the purpose, and there's plenty of little delights like watching all your boats, 'planes and helicopters going about their business. This Super Famicom version has been crammed full of new ideas, like the bizarre professor that informs you of your progress (if he's being chased around by a bloodthirsty criminal, then you know there's something wrong with your police department!). Also, the inclusion of the four seasons varies the graphic style immensely. Imagineer (the game's programmers) are to be congratulated on a game that improves on the original classic concept.

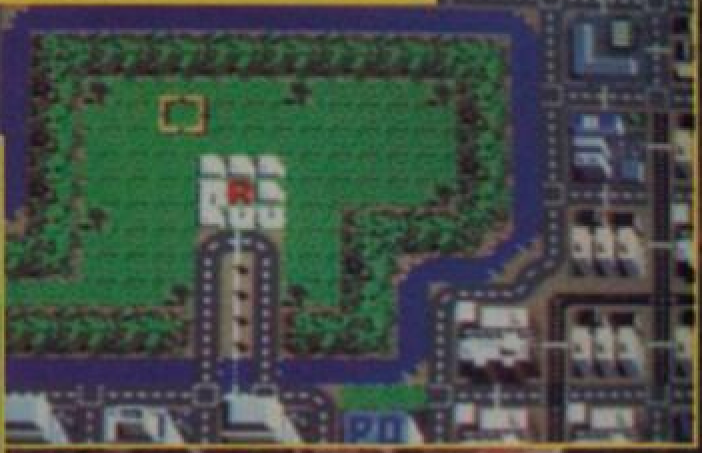
RICHARD LEADBETTER

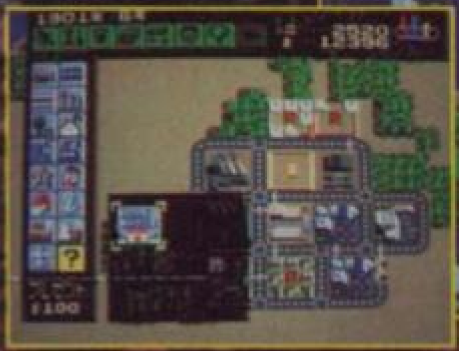


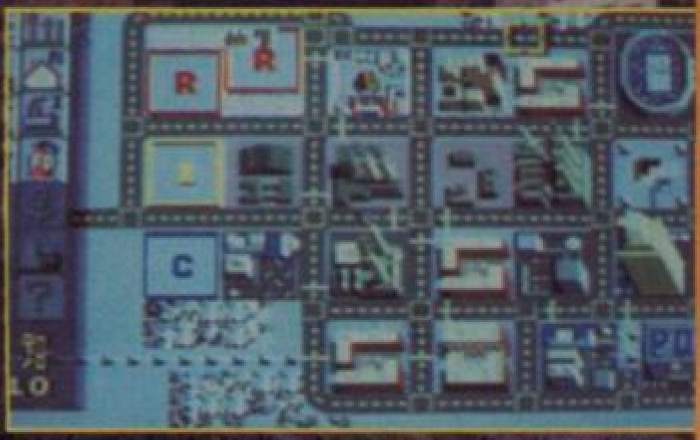


THE BIG QUESTION MARK

As you'll notice, in the bottom right hand corner of the icon strip, there's a question mark. Occasionally this will flash. Click on it and some special buildings will appear. These could be "your house", a bank (handy for loans when the money gets tight), the library, a casino, a fun park and even an astrodome-type sports stadium! The ultimate ego-boost must be the monument built in your honour!

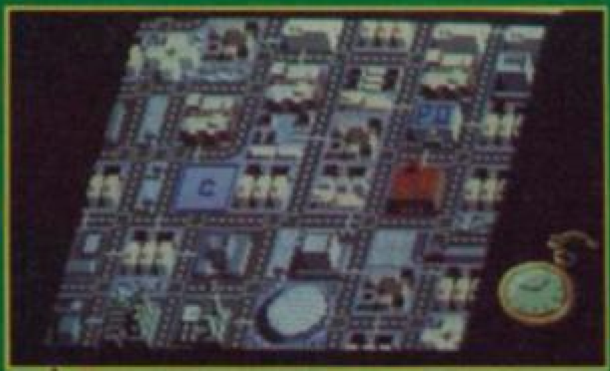

That'd be a nice place to live.

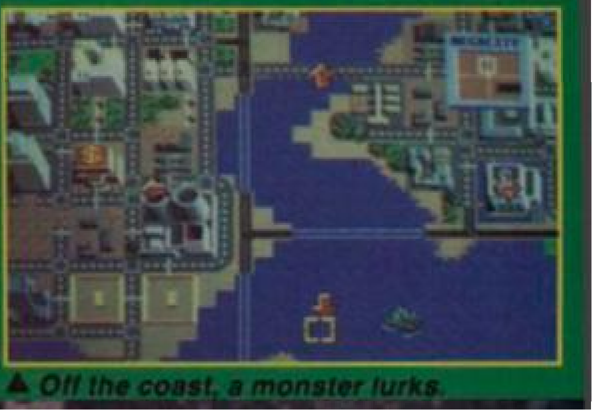


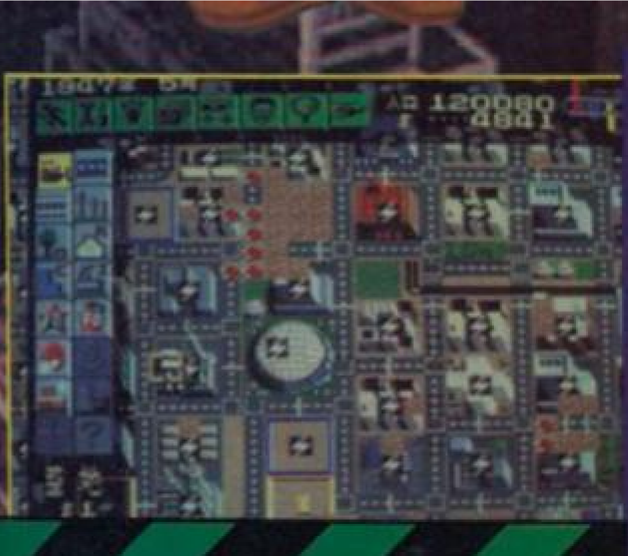

People are just starting to move in after the winter.

THE FOUR SEASONS

As the months roll by, you'll probably notice that the colour scheme tends to alter somewhat. This is because the Super Famicom version has faithfully captured the passing of time (and the four seasons) in the game. Sims tend to move away from your city in the winter, but return in their droves during the spring and summer!

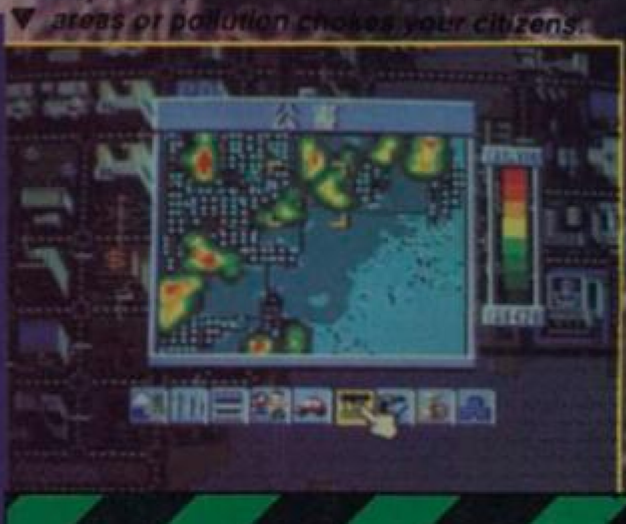

▲ This "special view" is an option.


▲ Off the coast, a monster lurks.



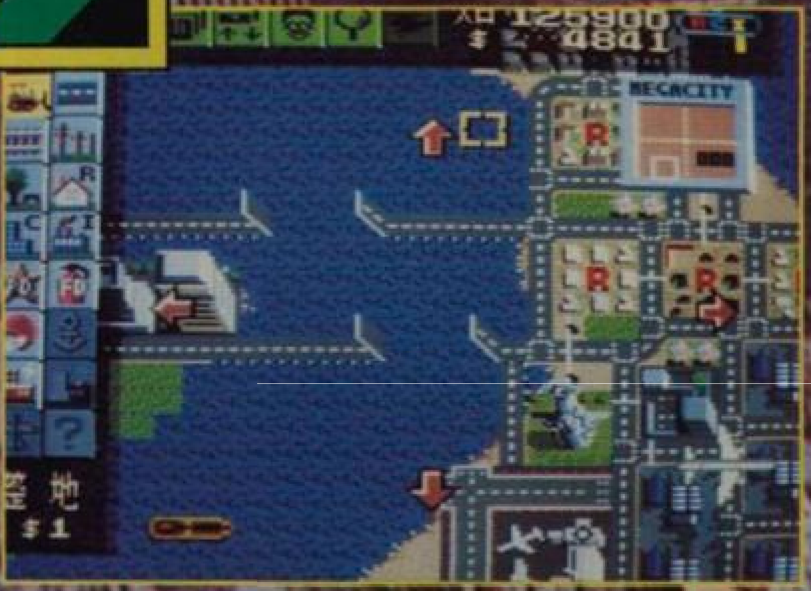
I'VE GOT THE POWER!

Two types of power plant are on offer in Sim City, and every type of building is going to need electricity. Coal power plants cost less money to build, but don't supply as much energy as nuclear power plants. But then, coal power plants don't have a tendency to melt-down at inopportune moments, do they?


▼ Separate power stations from residential areas or pollution chokes your citizens.

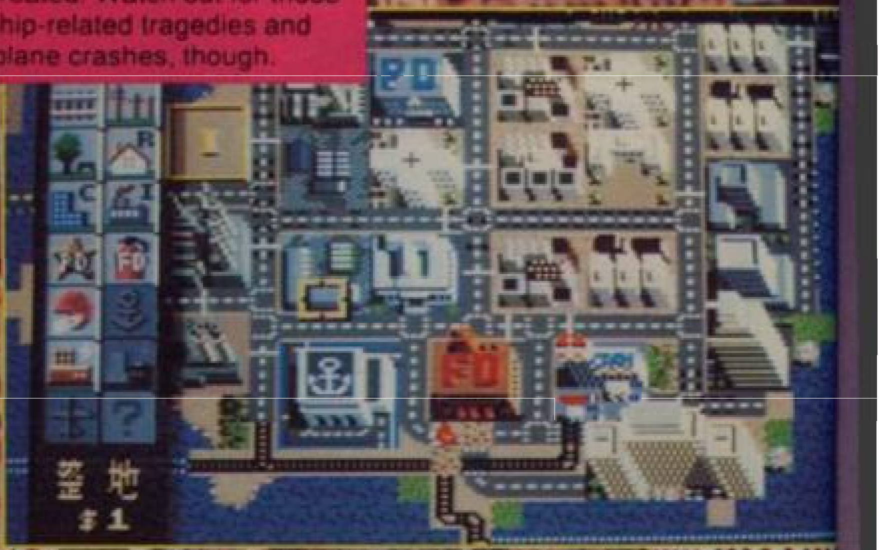
CVG HIT

▼ Watch the bridges open for passing ships.



PORTS AND 'PLANES

Sooner or later, your industrial products will have to be unleashed onto an unsuspecting world. For the purposes of importing and exporting both goods and people, seaports and airports can be created. Watch out for those ship-related tragedies and plane crashes, though.



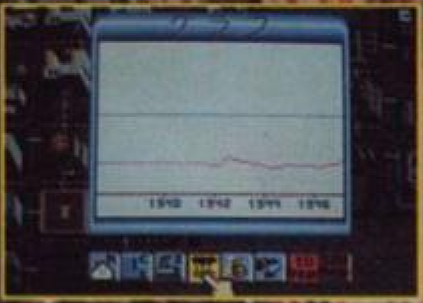
▲ A fire outside the fire department!!?

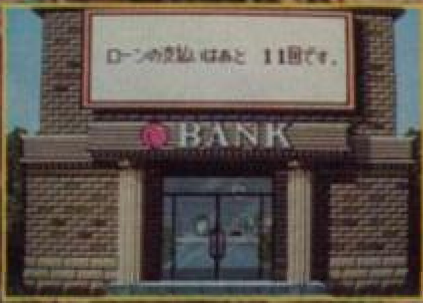
TAXES AND POPULARITY

Though you're given a large wad of money to play with, the only way to keep your services (public works, police and fire departments) going, and keep building is through levying a tax on your poor Sims. Watch out though, because if your taxes are too high, you'll fall out of favour with your Sims and they'll leave your city deserted!

UPDATE

Sim City is available on the ST, Amiga, PC and C64. Although they haven't got all the features of this version, they still offer an excellent gaming experience. The 16-bit versions are also available in an Infogrames package, where this classic title is coupled with the brill Populous! Not bad, eh? Nintendo owners should also watch out for their own version of this game. From what we've seen, it's looking good!





ローンの支払はあと 11回です。

The Bank. Only 11 years before the loan's repaid. ▲

FIRE AND THEFT

Crime and fires cause something of a problem to your city creating antics. Thankfully, you can add in fire and police stations to cope these problems. If your city's large enough, divisional headquarters are also set up to deal with the smaller precincts.

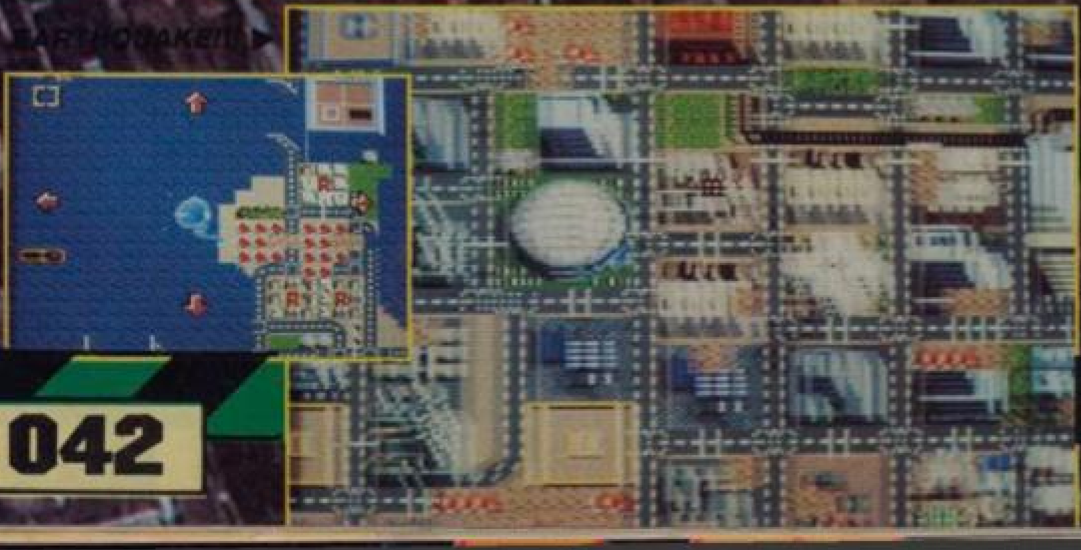
When I first sat down to start playing this, I was a bit concerned that all the Japanese text would make it difficult to play. Luckily, there isn't much of a problem because most of the icons and graphic screens are self-explanatory and it only takes a bit of experimentation to reveal the purpose of the others. The only possible confusion could arise from the budget and tax screens, but anyone who's played the game on other formats will be able to work them out, and this review should help anyone who hasn't. It turns out that this is the best version of the lot, mainly because of the extra presentation, the music, the sound effects and the additional challenge of working your way towards constructing the special bonus buildings. Unless brain games are a complete turn-off for you, Sim City is a game that is definitely worth buying.

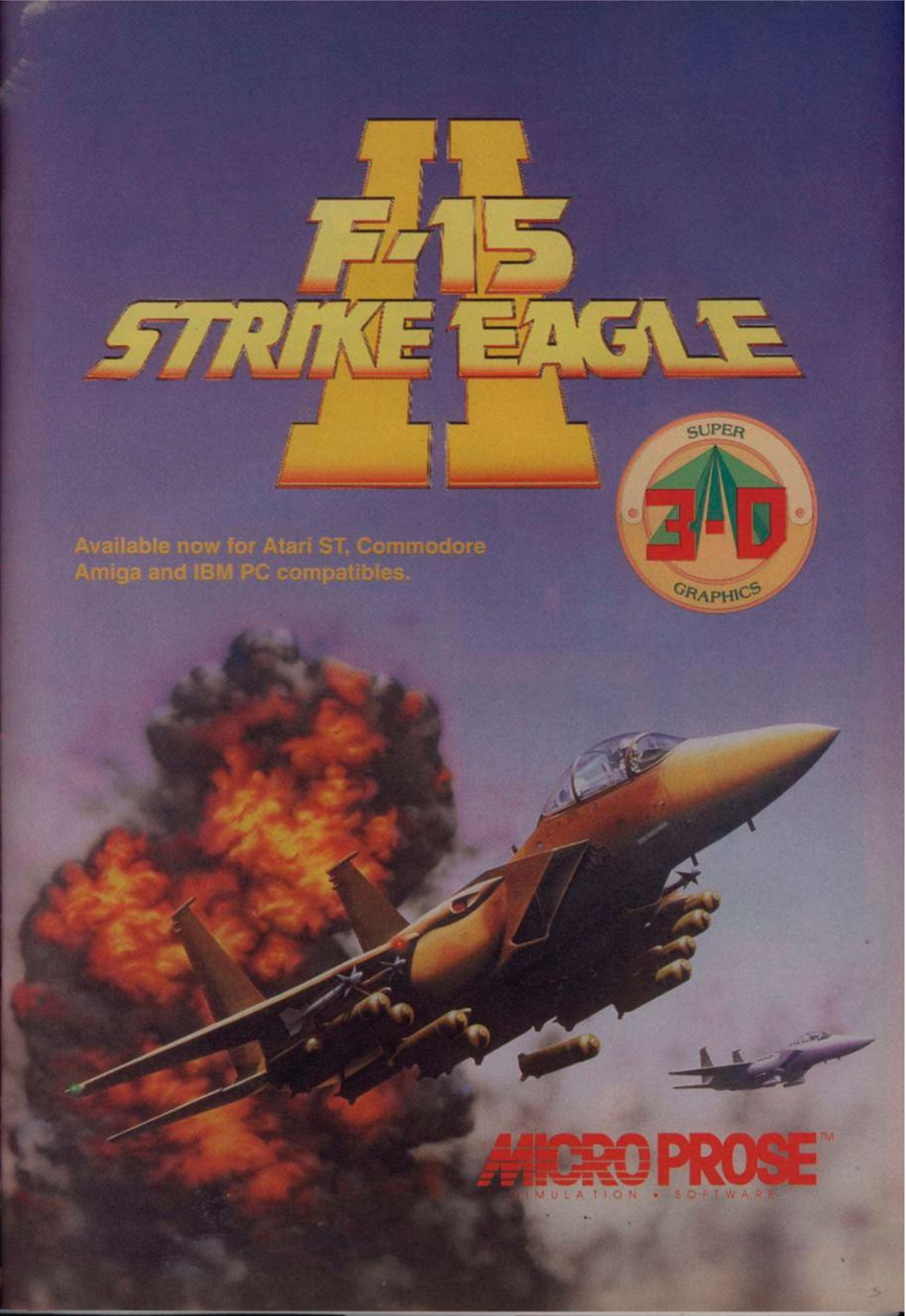
PAUL GLANCEY

FAMICOM

GRAPHICS	79
SOUNDS	80
PLAYABILITY	94
LASTABILITY	95
OVERALL	93

EARTHQUAKE!!! ▶

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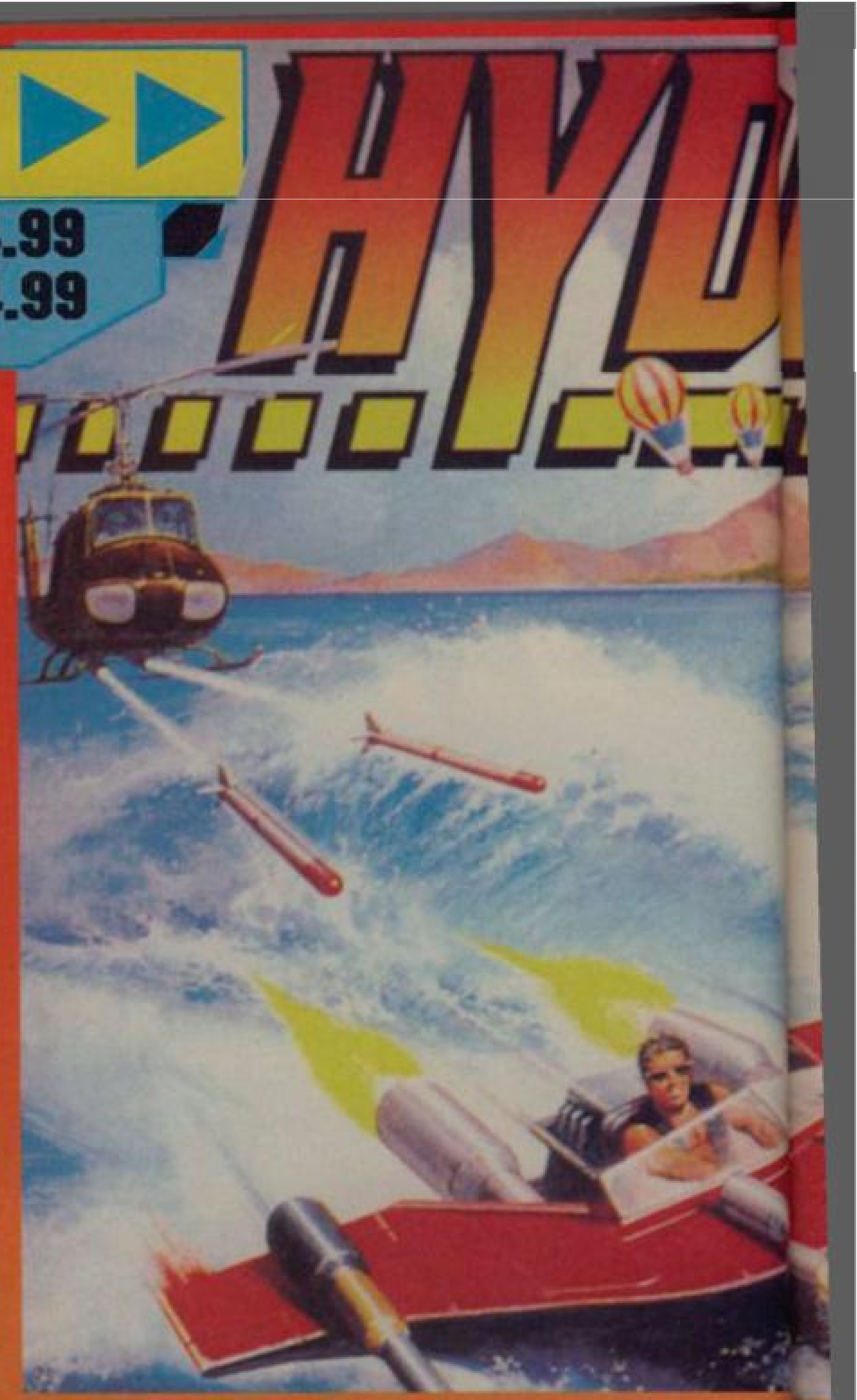
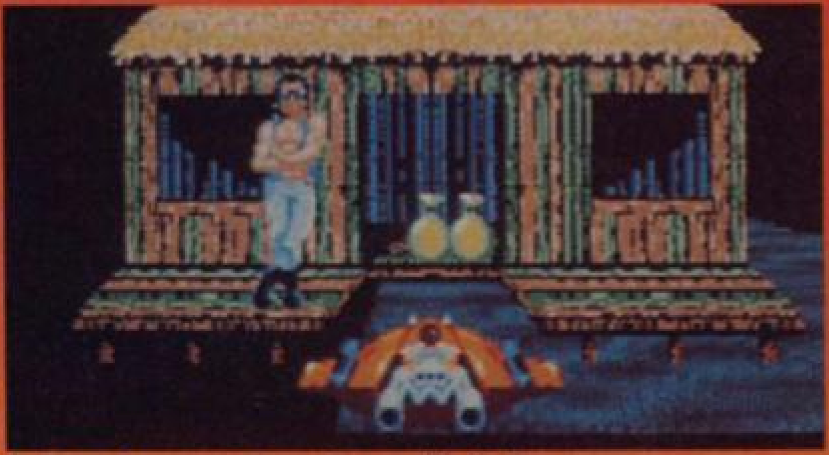
BY DOMARK



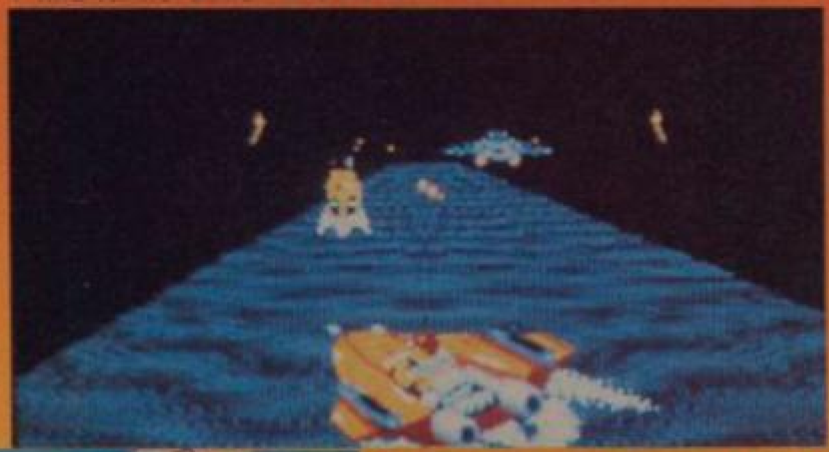
Forget about Parcel Farce and Red Snore, door to door. When it comes to life and death you'd better trust your package to Hydra, the twin-cannon courier who guarantees to deliver - or die in the attempt.

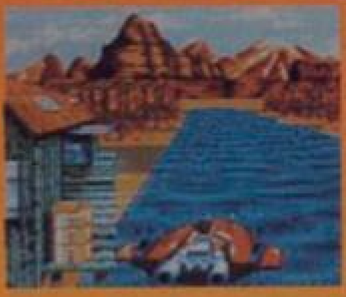
It's the 21st Century and terrorists headed by the evil Shadow rule the sea and sky. They'll stop at nothing to get their mucky mitts on Top Secret goodies like mutant virus strains, the crown jewels and doomsday devices from around the globe.

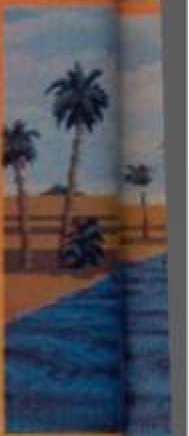
In Domark's conversion of the little-known Tengen coin-op, you control the Hydracraft - a swift and nifty sea vessel capable of handy short flights. Your job is to run the gauntlet and arrive with the goods in one piece, picking up extra firepower and shields along the way. Ever had that sinking feeling? You will if you can't deliver!



▲ *A cool customer meets up with Hydra.*
▼ *Mid-tunnel action and adventure.*







After suffering the S.T.U.N. Runner disaster, I was hoping Domark might have learned a lesson from that mess. Oh dear. Whilst Hydra doesn't actually stink, there's the whiff of a rush job here. I haven't seen the coin-op, but hear it wasn't too hot. If the original features jerky graphics, poor response, shoddy detail and shallow gameplay then these conversions must be pretty close. The game's saving grace is the music on the Amiga, a very jolly tune which is actually quite good. That aside, this game just doesn't cut the ice and it shouldn't be too long before Hydra sinks out of sight where it belongs.

TIM BOONE

SHOPPING FOR WEAPONS

Ziggy's Weapon Shoppe is your friendly corner store of destruction, with a variety of extra weapons available to any killer courier with cash to spend.

HOMING MISSILES: These cuties find the nearest target and lock on for the kill.

ANTI-GRAV: Similar to boost, this fine device cheats gravity and gives you the power of flight.

SHIELDS: Give your Hydracraft the ability to pass through objects unscathed.

FLAMETHROWERS: A serious piece of kit, right handy when it comes to scorching the hide off the enemy.

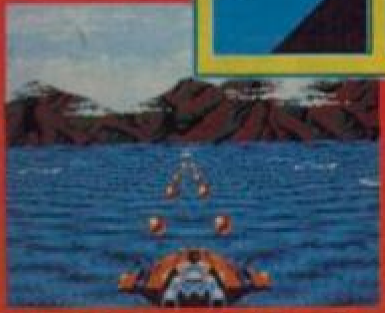
UZI: Rapid cannon fire for shooting with that extra punch.

BOMBS: These nifty little babies land in the middle of the water, totalling all enemy nasties within the blast radius.

NUKE: Whoops, apocolypse. These handy gizmos blow everything on the screen to smithereens - except you, of course!

Funnily enough, fact fans, Hydra is supposed to be the unofficial follow-up to Roadblasters. The gameplay is much the same. Simply burn up the road (in this case it's pulsating in different shades of blue, desperately trying to convince you that it's water) blowing other vehicles up. This type of game can be quite exciting if it's fast and smooth enough - arcade Roadblasters is brill. Unfortunately, this lacking conversion simply doesn't deliver. The graphics look like grainy replicas of the *arcade* original and seem quite pleasing in static screenshots but slow, jerky 3D scrolling completely ruins the effect. The sound isn't bad, but Matt Furniss' tunes are pretty uninspiring and the sound effects stunningly mediocre. If you're a fan of the coin-op check it out, but in my view buying this is equivalent to flushing 25 notes straight down the loo.

RICHARD LEADBETTER

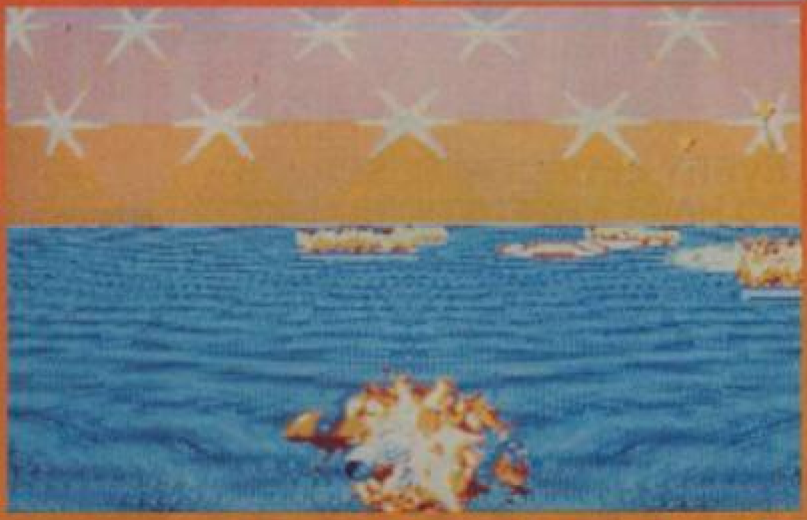


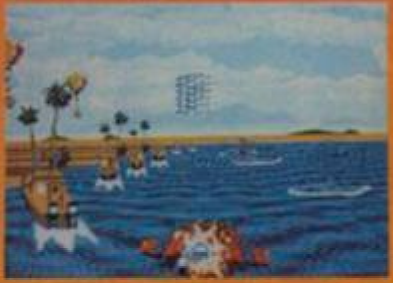
▲ *Messing about on the river.*

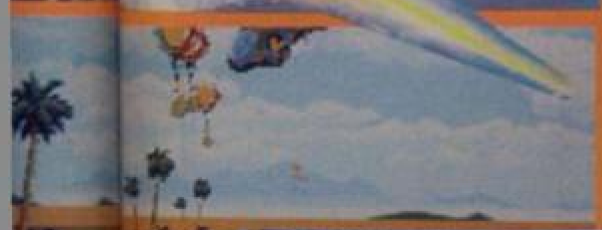
WELCOME TO THE HYDRADOME

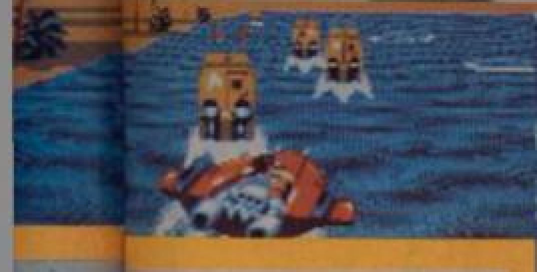
Make it through the first three levels with life, ship and sanity intact and you enter the Hydradome, where extra funds are up for grabs by completing the course. Use the money you make to buy all sorts of goodies, ranging from flamethrowers to nuclear bombs.

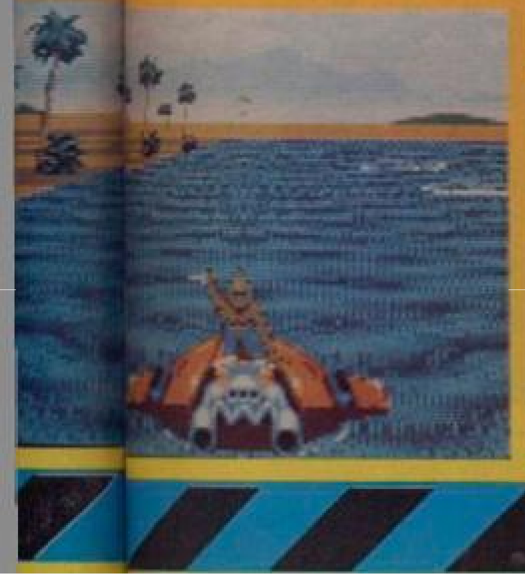
You're going to need them, too. The action take Hydra all over the show, from Colorado to Cuba and China to, um, Timbuktu. With the game's 31 levels split into nine missions, there's certainly plenty to do!











PRESS FIRE
CREDITS 2

UPDATE

Expect to see Hydra available for the C64, Spectrum and Amstrad very soon at 10.99 a shot. Whether you actually want to buy them is up to you...

CARRYING THE CAN

Courier delivery has come a long way since the little bloke on his moped fought his way down the high street, a stupidly shaped package perched perilously on the pillion. In Hydra's world they use swish speedboats so powerful they actually take off when you put the pedal to the metal! But two things don't change, despite all this technology. The couriers still look harassed and they still have 178 excuses handy when your vital package is found three days late under a tramp along the Old Kent Road...

AMIGA

GRAPHICS	43
SOUNDS	68
PLAYABILITY	38
LASTABILITY	34
OVERALL	**43**

ST

GRAPHICS	43
SOUNDS	60
PLAYABILITY	38
LASTABILITY	34
OVERALL	**41**

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AMIGA **£25.99**

BY GREMLIN

▲ *Moody graphics, or what?*

◀ *The stairway to doom.*

▲ *One-on-one combat.*

HEROQUEST

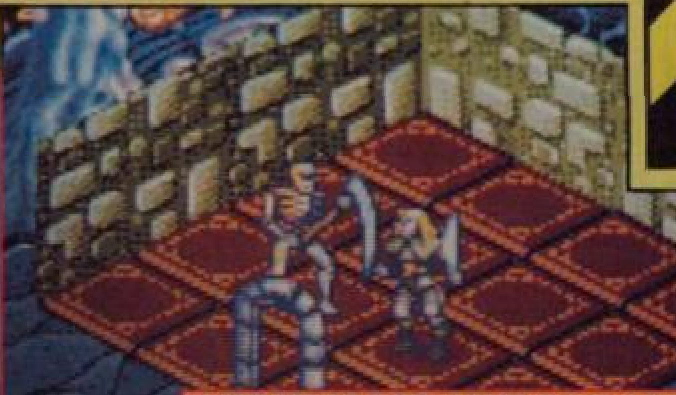
The dawn of darkness draws near. That foul wizard Morcar, Lord of Chaos, and his dreadful legions threaten to overrun the land. Can a greater evil befall us? Not on your nelly! Morcar is one seriously bad lad, and only the very best can hope to vanquish him as he plots deep in his underground lair.

Thankfully, help is at hand with a quartet of heroes ready and willing to do battle with anything the Master of Disaster can throw at them. Rogar the Barbarian, Durgin the Dwarf, Ladril the Elf and Telor the Wizard hold the hopes of humanity as they do battle with Morcar's minions in a host of Quests which promise to test their courage and resources to the limit.

This is the long-awaited computer version of the Hasbro Bradley role playing mega-hit. Players take on the computer, which takes the part of Morcar and controls the dastardly hordes. Guided by the Mentor, whose wisdom is profound, up to four people can play. Or, if you're all on your lonesome, one person can take the roles of all four characters. The rewards for success are much more than money. Failure? The less said about that the better!

OUR HEROES

ROGAR A beefcake warrior prince whose brawn is quite a lot larger than his brain. Good at killing monsters, his conversation leaves a lot to be desired - but who's going to argue with him?



Skeletons spell trouble.

UPDATE

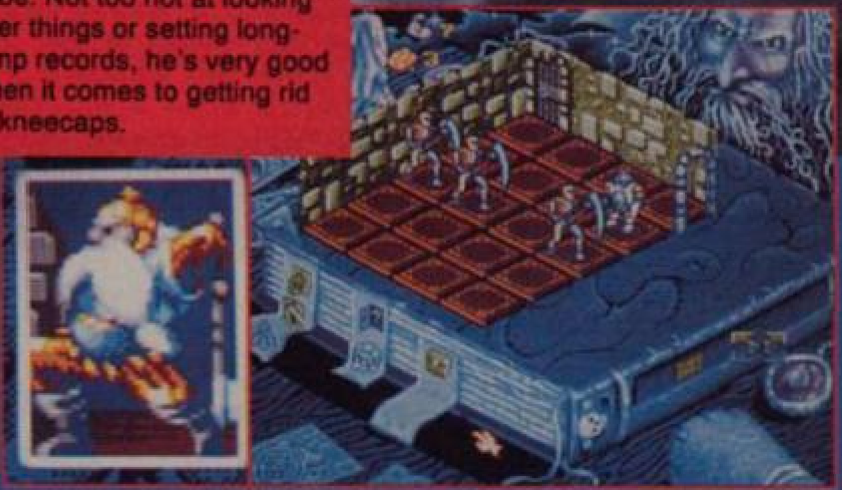
Hero Quest should be doing its thing on a computer near you very soon now, on ST and PC (£25.99), C64 and Amstrad (£10.99). Keep 'em peeled!

WHEN YOU'RE ON A ROLE...

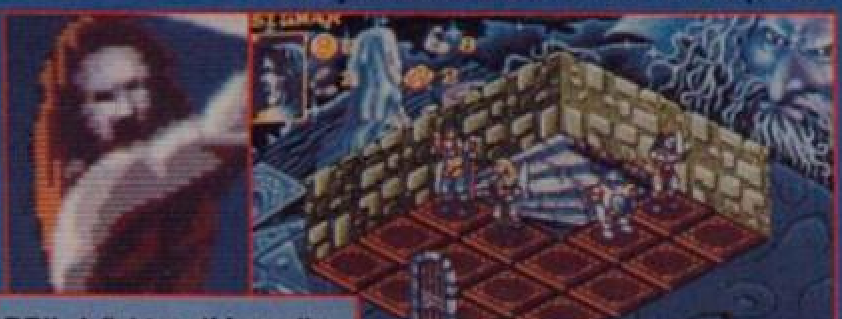
Role playing games have been around for yonks now - and they're growing in popularity all the time. The original Hero Quest board game from Games Workshop won rapturous applause, sold absolutely squillions and remains one of the most popular on the shelf. This is the sort of game which cries out for a computer conversion - after all, you can't always have all your friends round to play. That said, it's always the human interaction which really counts and that's not really possible here.

TELOR A rather whizz wizard with a nice line in spells that go snap, crackle and boom! This old boy knows a fair bit about magic, so who cares if he's not too hot with the fisties? A bit of alright.

DURGIN A fearless little dwarf from the World's Edge Mountains - well, he'd have to be. Not too hot at looking over things or setting long-jump records, he's very good when it comes to getting rid of kneecaps.



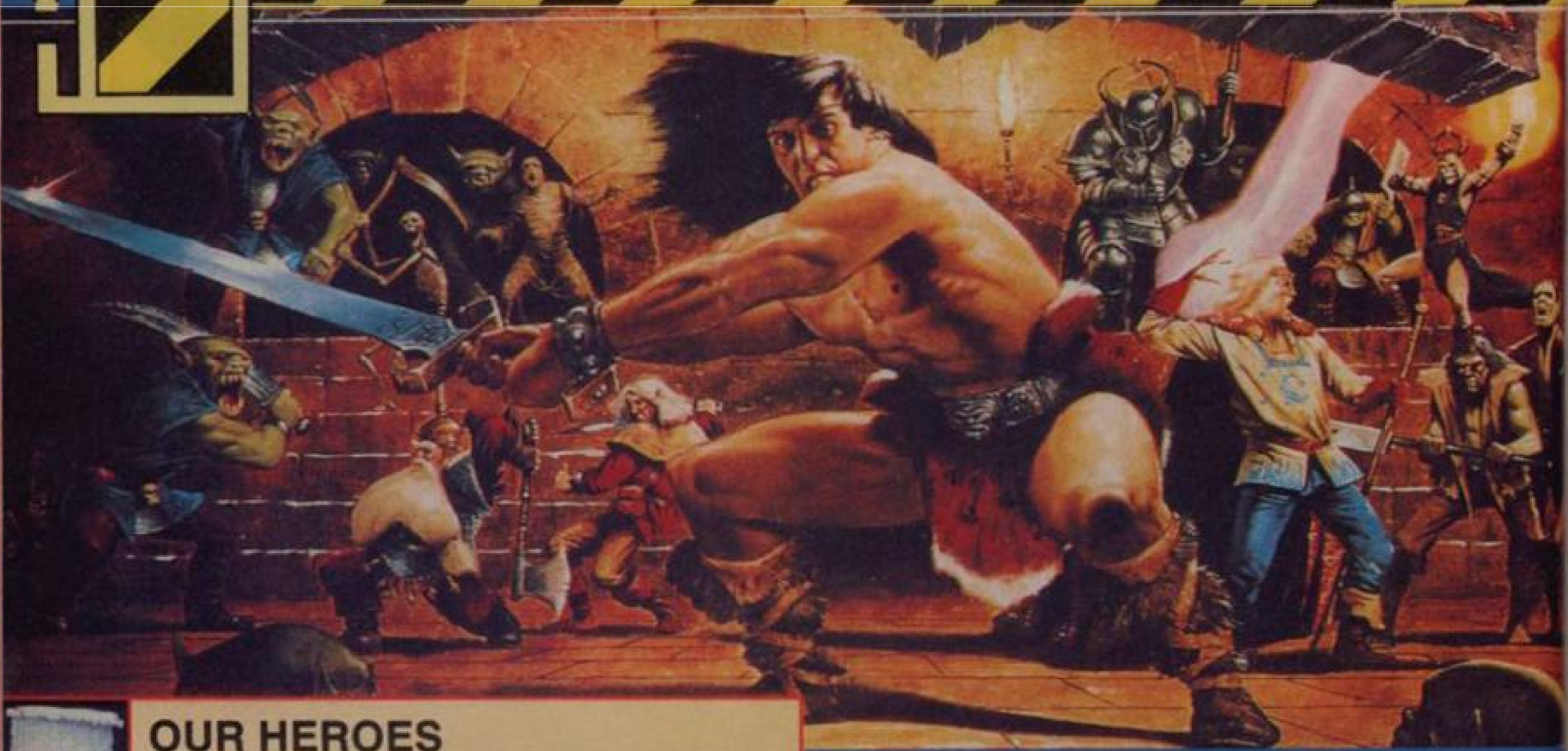
Can you make it to the door in one piece?



LADRIL A fighter elf from distant Athelorn who, whilst looking rather natty, can hold his end up with the best of 'em in any fight to the death. Um, that's about it really. Boring but dependable.

I've been looking forward to this one, and Hero Quest has been well worth the wait. Gremlin have certainly delivered the goods here, providing an excellent RPG computer game to rank alongside the best of them. Unlike most games of this ilk, Hero is a breeze to pick up and play - drawing you deep into its realm with some well designed gameplay and obvious devotion to the original board game. The Cadaver-ish graphics set the scene very well and the control system is simplicity itself. A big plus for me is the music - it's very apt and very atmospheric, providing the final touch to a very classy piece of software. With datadisks planned for the future, here is a game to take you into the wee small hours for some time to come. Bags I take this home!

TIM BOONE



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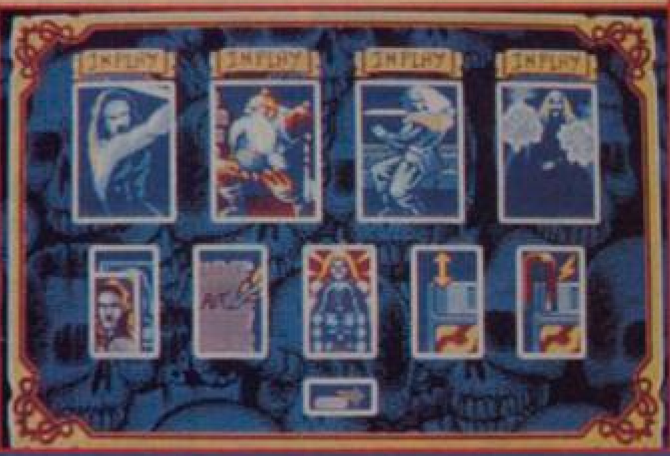
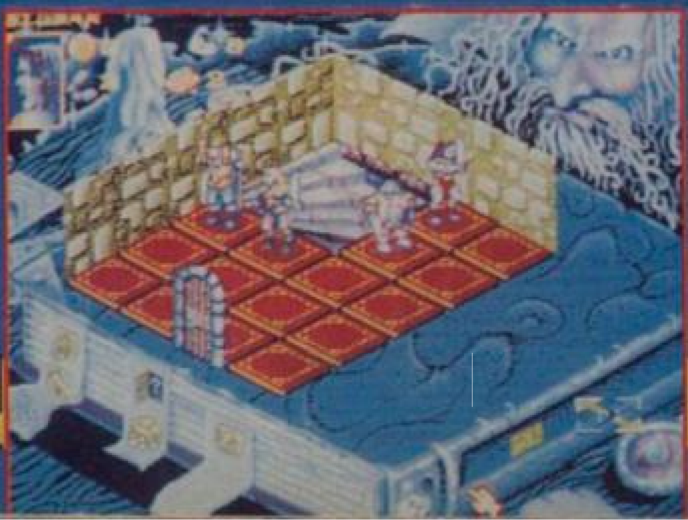
TELOR A rather whizz wizard with a nice line in spells that go snap, crackle and boom! This old boy knows a fair bit about magic, so who cares if he's not too hot with the fisties? A bit of alright.

I've played quite a few of this new breed of adventure game lately and Hero Quest is definitely one of the easiest to get into, and consequently, one of the most enjoyable. The icon controls are very simple to use, the graphics are attractive and there's even a pleasant soundtrack going in the background. The puzzles (if you could call them that, after all the quests are just a matter of finding an object or a person and then taking them to the exit) are quite simple, but the quests are sufficiently varied to sustain interest. The only possible fly in the ointment is the fact that the game is at its best with two or preferably four players participating, because then the game becomes a race to find the treasures before the others. Although it's still very playable solo, the game just doesn't have quite the same challenge so it wouldn't take too long to finish the 14 quests. Well worth buying, but make sure you've got a friend handy if you want to get the most out of Hero Quest.

PAUL GLANCEY





AMIGA	%
GRAPHICS	88
SOUNDS	81
PLAYABILITY	88
LASTABILITY	80
OVERALL	87

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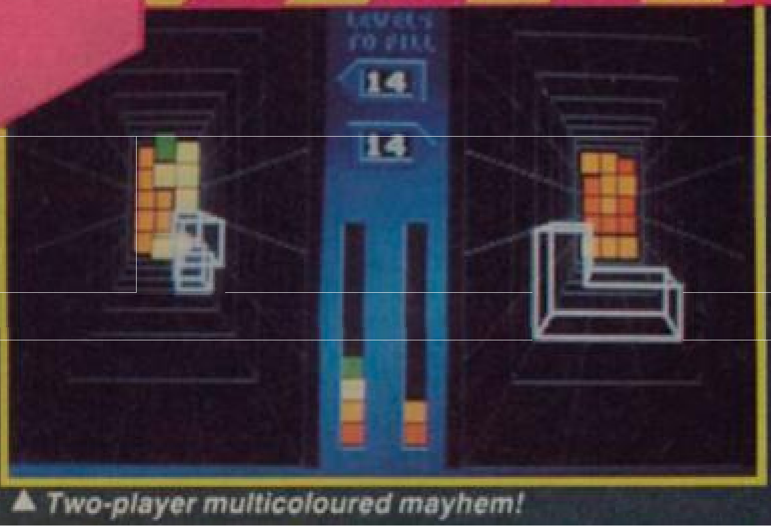
MEGADRIVE

BY ELECTRONIC ARTS

BLOCK OUT

Blockout is a puzzle game with a difference - and probably the most fun you'll have with building blocks outside a play pen. Take Tetris, turn it on its side, add a new dimension and you have the mechanics of Blockout. The aim of the game is to fit together blocks so that they form complete layers in a pit. When all the holes are plugged, that layer disappears and the bricks above drop down one space.

Staying alive for long doesn't come easy, though, as misplaced pieces force your blocks further up the screen and push you closer to doom. The pieces just keep coming, so rest assured you won't beat the machine. Play against a human and at least you have a chance...



▲ *Two-player multicoloured mayhem!*

A CHIP OFF THE OLD BLOCK

Don't let anyone tell you different, puzzle pros: Blockout is Tetris with knobs on. Whereas Tetris shapes were restricted to every possible 2D combination of four squares, Blockout features any shape involving up to five cubes - and in three dimensions.

Tetris was actually programmed for the Megadrive, but for reasons best known to the Nintendo and Sega legal departments, it was never officially released in Japan, the USA, or Europe, although pirate copies do exist.

The word on the street is that Super Tetris, written by Alexei Pajitnov (the original's creator) for Spectrum Holobyte is nearing completion. Quite what shape that will be taking is a closely guarded secret, so watch this space for news as and when!

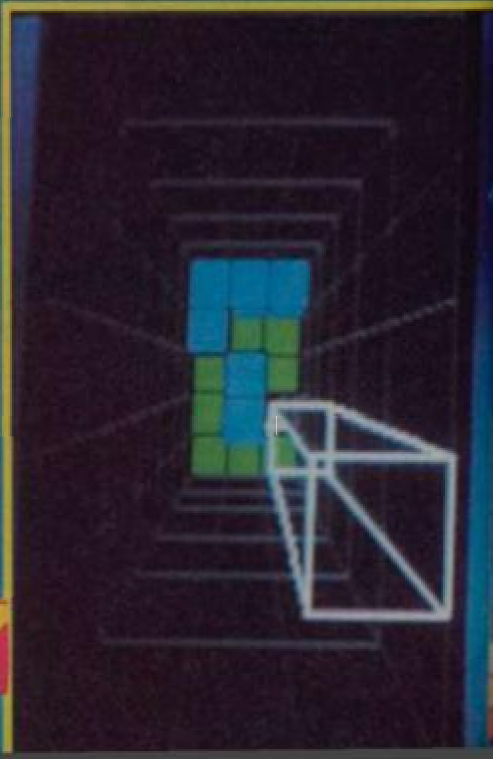
I was pleased to hear EA were planning to tweak the Megadrive version of this top puzzler, and the result is a finely tuned game which works well. The Rainbow Arts original featured too many options, but this defect has now been ironed out. The two player game is a little slow, but great fun nonetheless. Blockout is easy to play, hard to put down and damn near impossible to avoid going back to. It's therefore a wise investment for any Megadrive-owning puzzle freak starved of long-term challenge. Enjoy!

TIM BOONE

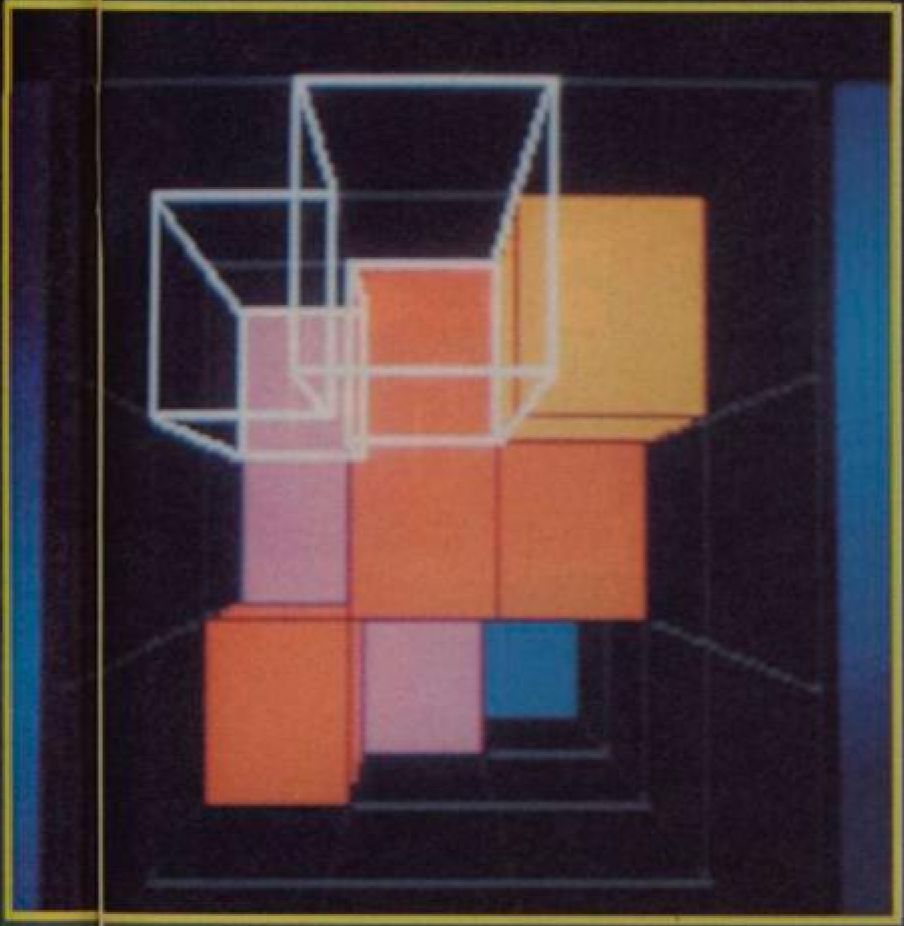
FLIP ME, WHAT A PUZZLE!

To get to grips with the Blockout control method, you'll need to think in three dimensions - because anything's possible in this game!

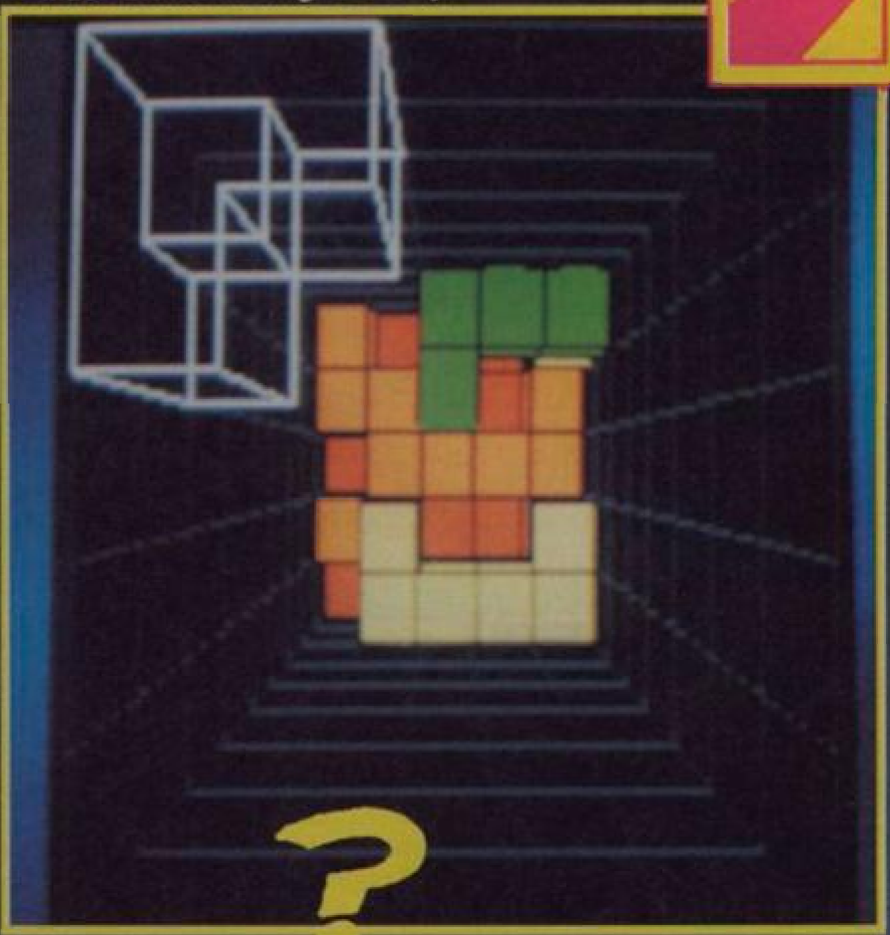
On the joypad, button A flips the shape vertically on its X-axis, B flips it horizontally along the Y-plane and C flips it around. Confused? You won't be. Spinning the shapes to fit soon becomes second nature and you find yourself planning further and further ahead.



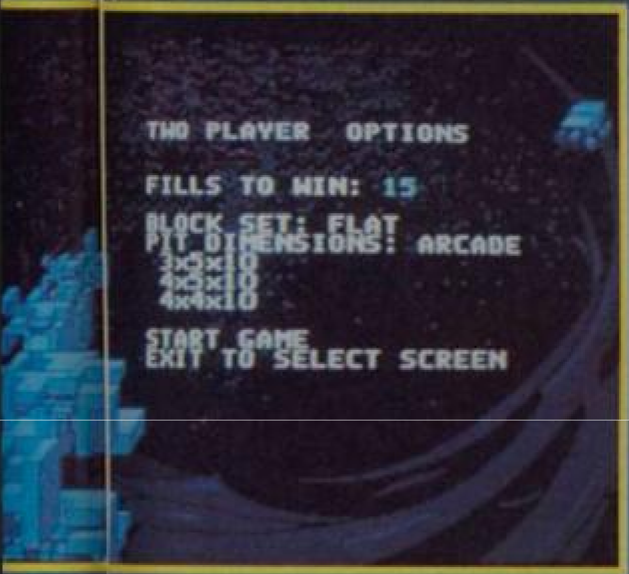
▼ A load of old blocks?



▼ Much block-twisting malarkey!



▼ The options screen.



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TWO PLAYER  OPTIONS

FILLS TO WIN: 15

BLOCK SET: FLAT
PIT DIMENSIONS: ARCADE
  3x3x10
  4x3x10
  4x4x10

START GAME
EXIT TO SELECT SCREEN
```

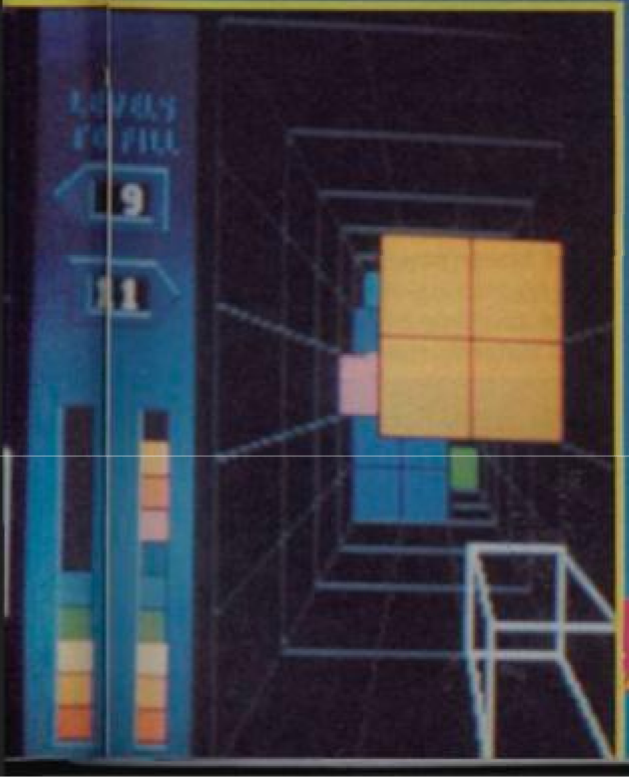
HEAD TO HEAD

In two player mode, Blockout really starts to show its stuff. The screen shows two pits, one for each player, and play is the same as usual, except your opponent's shapes are pushed further up the screen whenever you complete a layer in your own pit. If that method doesn't decide the winner, the first player to complete a quota of layers takes the game.
Either way, the match quickly degenerates into frantic finger stabbing and name-calling, all in the best possible tradition...

Like my compadres I wasn't too keen on the Amiga version of Blockout, mainly because the controls seemed pretty complicated for a fast action game. However, the Megadrive's three button control pad is perfectly suited to the game, and that problem just doesn't exist with this version. Once I'd grown accustomed to the shape manipulation, I just couldn't stop playing, especially in two player mode. In fact since we received the cart, my eyes have become bagged and bleary from all the late nights I've spent annihilating MEAN MACHINE's Gary Harrod. Megadrive owners need no longer regret the lack of Tetris on their machine, because Blockout provides sufficient puzzlesome fun for any brain-game fan.

PAUL GLANCEY

◀ Player two's having trouble!



▼ The title screen in all its glory!

MEGADRIVE	
GRAPHICS	80
SOUNDS	75
PLAYABILITY	90
LASTABILITY	88
OVERALL	86

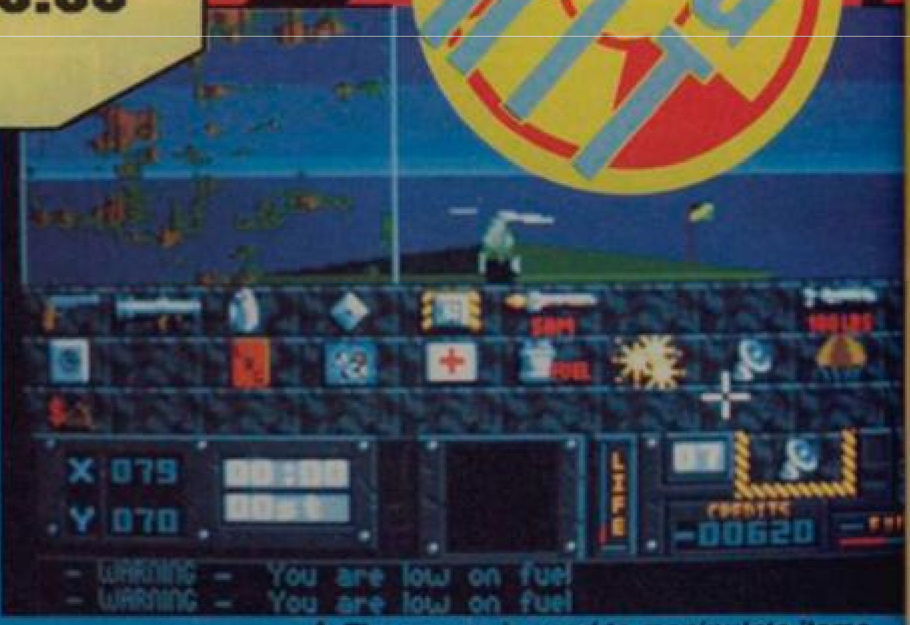
REVIEW

AMIGA **£29.99**

BY ACTIVISION EUROPE

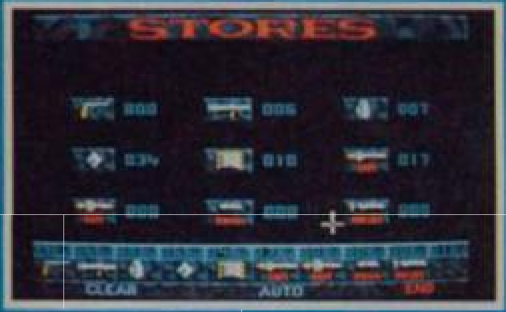
The Hunter roams the blasted landscapes of tomorrow - a one man army bent on the destruction of the evil Red Empire - as long as he's paid enough money! He's cool, he's mean, he's resourceful and intelligent. He also has the enviable talent of being able to drive any form of transport known to civilisation - and this comes in handy during this game.

There are three different types of game available. The first is a simple list of missions that are carried out one after the other. These simply involve blowing up strategic enemy targets or people. Then there's the action scenario. Packed full of blasting and annihilation, it's a desperate attempt to wipe the empire off the face of the earth once and for all. Finally, there's the campaign option. This is a massive strategic epic, with all your single missions counting towards the final outcome. At the end of each mission, you can save off your position and all your tools, equipment and money for use in the next game.



- WARNING - You are low on fuel
- WARNING - You are low on fuel

▲ *The mouse is used to manipulate items.*



UPDATE

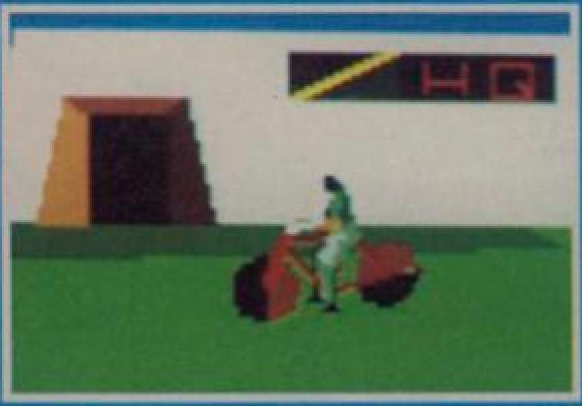
An ST version of Hunter has been completed and plays exactly like the game seen here. Priced at £29.99 it's an essential purchase, and it should be out by August.

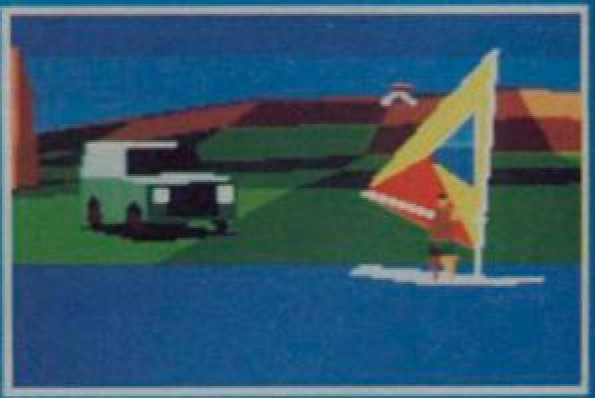
POCKETS OF FUN

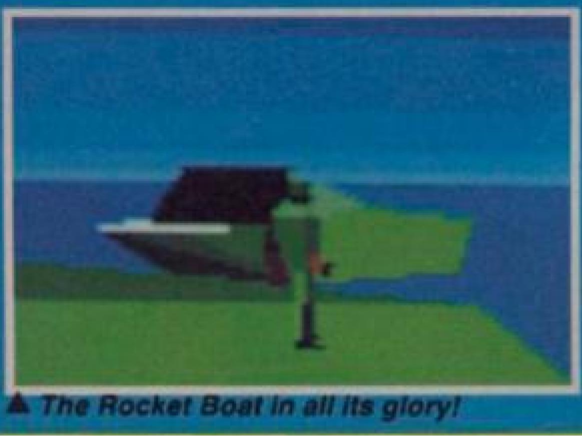
Be sure to collect some useful items from the stores before you embark on your mission. A log book comes in handy for digitally noting down any useful discoveries. Various scanners are also available which help the Hunter keep track of the enemy (and himself). The most useful item turns out to be the map. This can be superimposed over the main playing area to help keep track of your progress.

DRIVING, FLYING, RIDING, SWIMMING

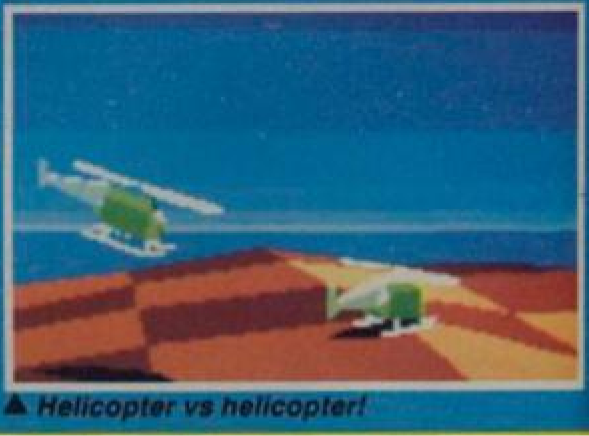
The Hunter is adept at using all forms of transport available to man, and since the enemy have numerous vehicles dotted around their territory, this skill comes in handy. The list of vehicles is endless and includes bicycles, cars, ambulances, scanner vans, trucks, armoured cars, tanks, rowing boats, speedboats and even windsurfers! The best mode of transport turns out to be the helicopter, but watch out for those surface-to-air missiles. Keep a look out for the hovercraft as well. This baby can travel over both land and water!





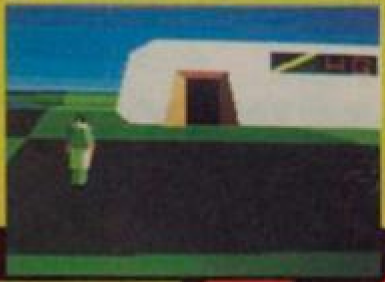


▲ *The Rocket Boat in all its glory!*

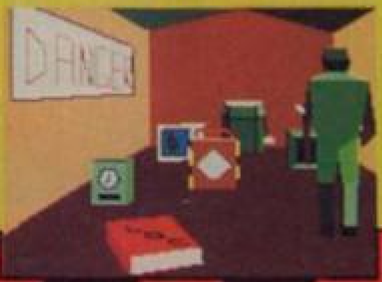


▲ *Helicopter vs helicopter!*

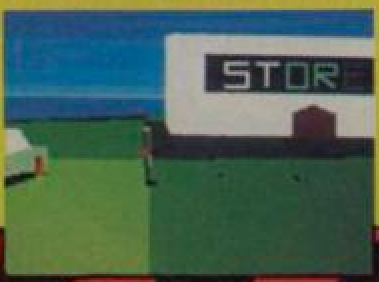
The start of the mission begins outside Allied HQ. The objective is simple: destroy the enemy base!



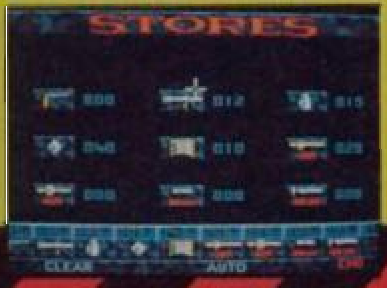
The nearest shed contains a lot of the necessary equipment. Maps, flares and scanners are all here.



A short drive takes the Hunter to the Allied Stores building. Most of your weapons are collected here.

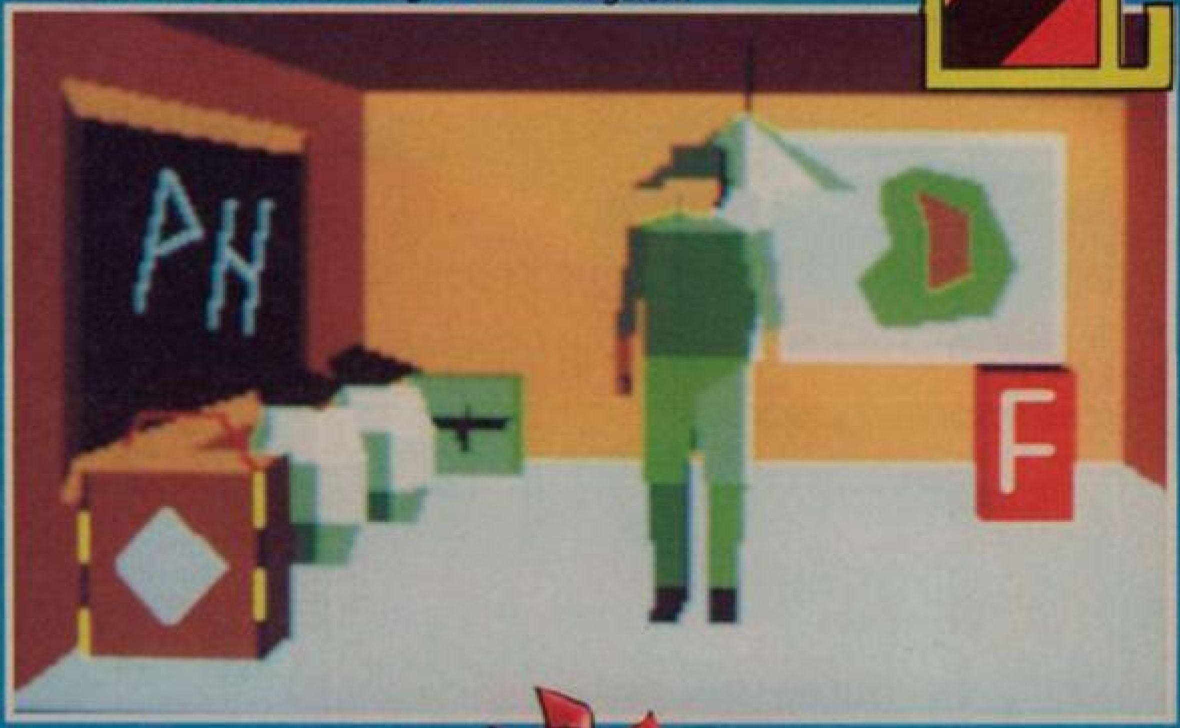


The stores screen itself! Simply by clicking on "auto" a nice selection of weapons are instantly collected!



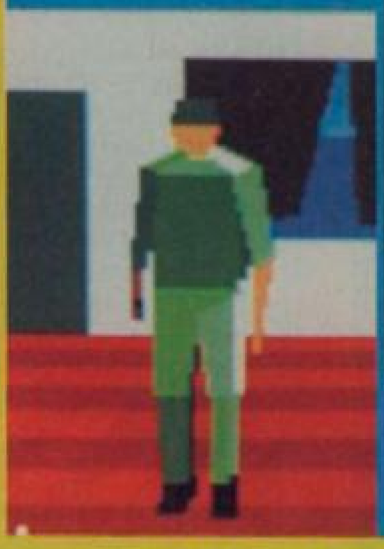
HUNTER

▼ *The Hunter searches through a small bungalow.*



A ROOM WITH A VIEW

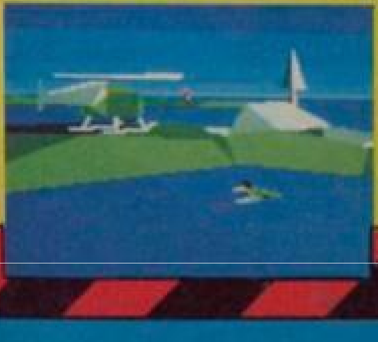
All forms of buildings can be entered and searched, and it's quite likely that they're occupied by their owners. If they're honest civvies, you can pump them for information. Slightly more suspect folk might succumb to a bit of bribery, whilst enemy soldiers fire on sight. On the plus side, there's usually some kind of useful equipment to be found in buildings.



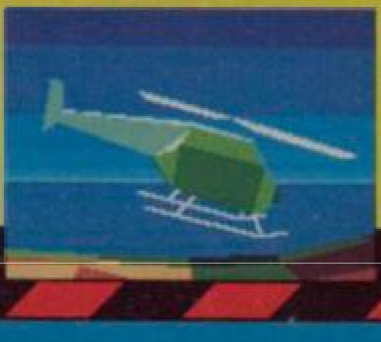
Hunter is one of the most strikingly terrific games I've ever had the pleasure to play. Combining Mercenary-style gameplay with the action of Virus and some of the strategy of Midwinter. The best bit of the game must be driving around the landscape using all the weird and wonderful modes of transport to be found in the game. The graphics are excellent (the animation as the Hunter pedals around the landscape on his push-bike is amazing) and the 3D is fast and smooth enough to be convincing. The sound is similarly excellent with a good military tune and amazing sound effects (all of the cars make different noises, and there's loads of volcanic noises and seaside effects where appropriate). Lastability is guaranteed too, with loads of missions and scenarios with an expansive map for each. Look out too for the special surprises, hidden weapons and vehicles! There are even lashings of brutality for the hard-of-thinking when you mercilessly run down enemy soldiers - and get money for it! Hunter offers everything for everyone and as such ranks as one of the best Amiga games money can buy.

RICHARD LEADBETTER

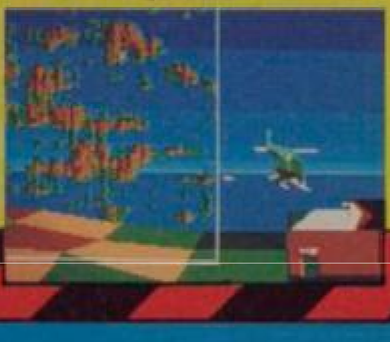
It would take ages for the Hunter to reach the target by speedboat. A helicopter is a welcome discovery!



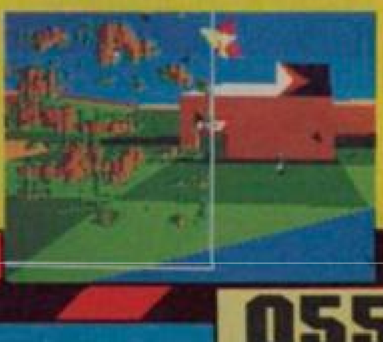
A few moments later and the Hunter is airborne! The Helicopter is quite difficult to control, but it sure shifts...



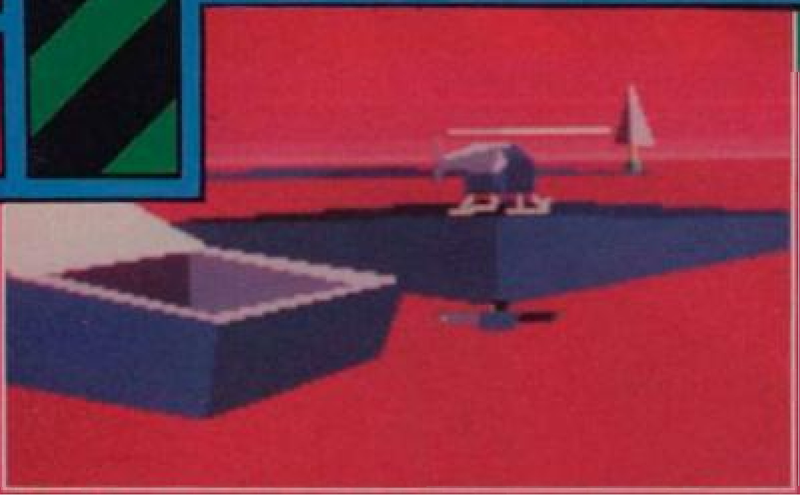
Bombs at the ready - and just in time! There's enemy HQ - but your 'copter is under heavy attack.



The helicopter is brought down, but enemy HQ is heavily damaged. A few rocket shells are all that's needed...

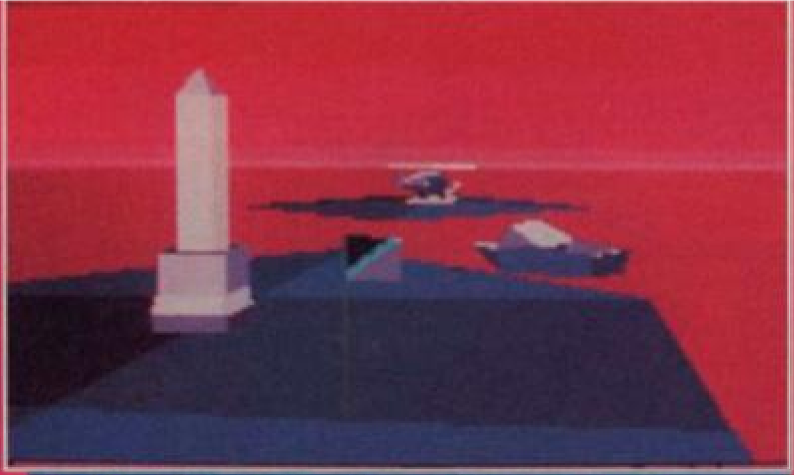


HUNTER



▲ *The Hunter takes a quick dip...*

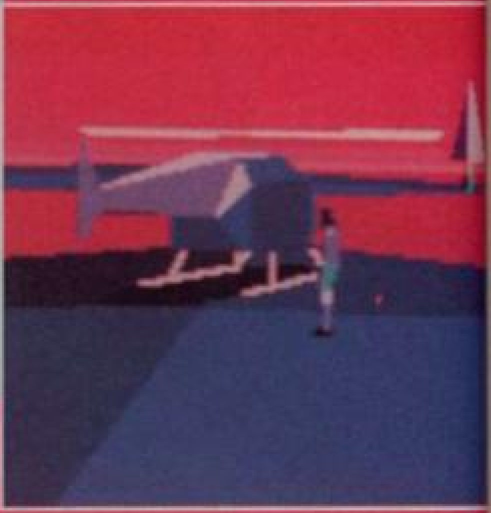
▼ *Safe behind Allied territory!*



THE REAL-LIFE EXPERIENCE

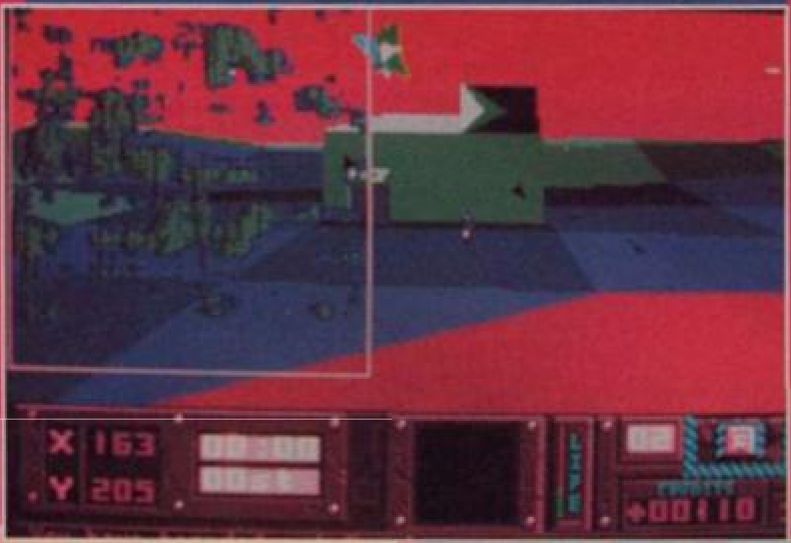
Just like real-life, time passes in Hunter, so expect days to turn into nights and so on. Nocturnal activity comes in handy as the enemy tend to fall asleep and their SAM sites and tracer guns are useless. Other authentic touches include the presence of many forms of wildlife, including seagulls, rabbits and even bulls! Credits are taken away from the Hunter for any indiscriminate killing (and that includes running over rabbits in your tank!).

Let's hope there's not ▶ someone already inside!



ENEMY ENTANGLEMENTS

Don't expect your journey into hostile territory to be free of danger. A vast contingent of enemy soldiers is present and they're manning all forms of motorised artillery as well as massive tracer guns and SAM sites. Extra credits are awarded for blowing up the enemy artillery, but make sure you leave enough of the explosive stuff over for taking out the main targets. If you don't it's a case of finding some extra weapons behind enemy lines.

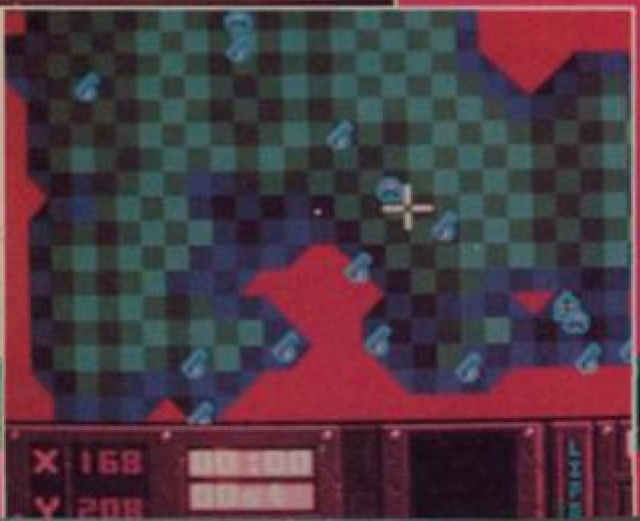


My jaw dropped when I first saw this at the Computer Entertainment Show last year, and I was most dismayed when Activision took it with them as they slid down the pan. It's lucky that The Disc Company were there to save Activision and Hunter, and you Amiga owners should be eternally grateful because it's one of the most impressive arcade adventures you're ever likely to play. The 3D graphics are just superb and I love the little touches, such as the bulls, the bunnies and the vultures which circle overhead when your energy is running out. The variety in vehicles and scenery keeps the game interesting throughout, and the graphics really are great. This is a game I could see myself playing for hours (if anyone would let me) and all those missions guarantee you getting your money's worth. It's out in August, so make sure you've saved the requisite cash by then because no self-respecting Amiga owner can afford to be without Hunter.

PAUL
GLANCEY

AERIAL OBSERVATION

Send up an aerial observation unit to scan the immediate vicinity for people, buildings and most importantly, vehicles - essential if you've just been shot down and need to get somewhere fast!



AMIGA	
GRAPHICS	94
SOUNDS	92
PLAYABILITY	95
LASTABILITY	95
OVERALL	95

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WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN!

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

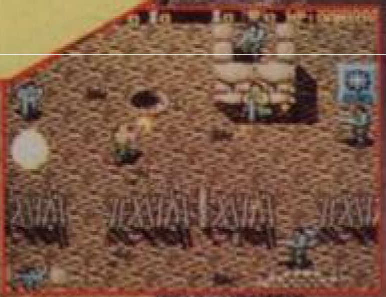
AMIGA £20.99

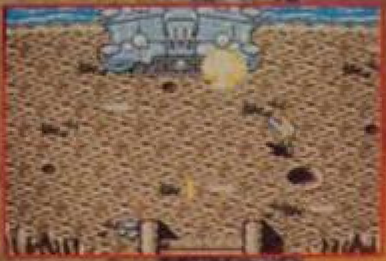
BY CORE DESIGN

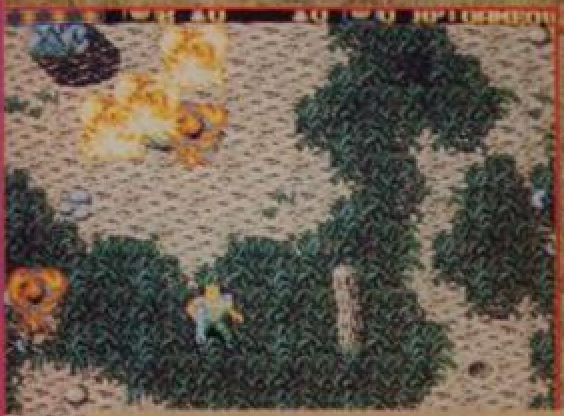
Another day at work for Private Biff and Sergeant Scooter means another day in the jungle putting bullet holes in enemy soldiers, enemy tanks, enemy trains, enemy buildings, and possibly a few enemy trees and enemy bushes as well, because you can't be too careful. These guys are such good soldiers that, even when they're on their summer holidays, they keep hand grenades safety-pinned to their tee-shirts, just in case.

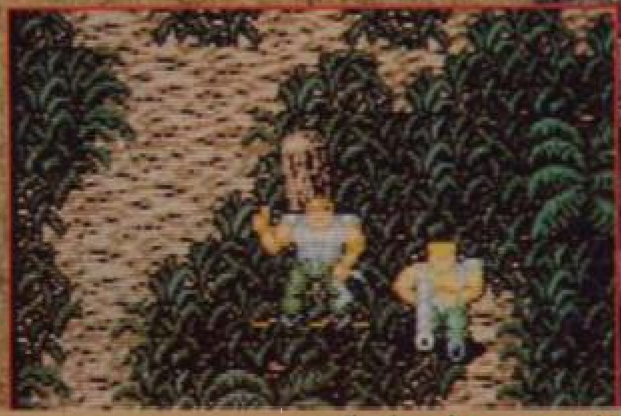
Today, though, they're hard at it, off to wipe out all of the enemy's ground forces which are hidden throughout the vast vertically scrolling jungle lying before them. Initially armed only with machine guns, the lads (or lad if your fighting in one-player mode) have to yomp up the screen, blasting bits out of anything they come across.

Best not get carried away, though, because friendly prisoners have been tied to stakes and left to die in the heat. If you can rescue them (rather than blow them full of holes) it'll make their day, and they may even award you some bonus points.









MORE RUMBLES IN THE JUNGLE

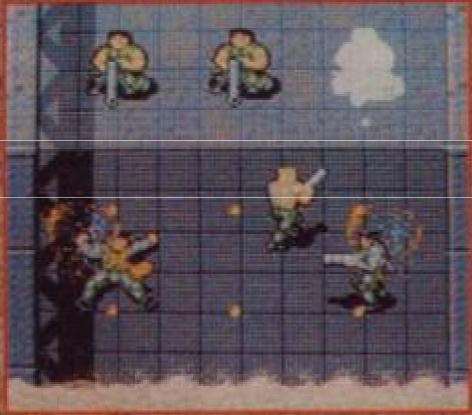
War Zone is by no means the first commando shoot 'em up to appear on computer. Capcom released the original Commando coin-op, which Elite promptly converted to the computers with some success. Following that SNK's Ikari Warriors was the arcade game which started the two-player ball rolling, and that was given the conversion treatment, again by Elite, in 1989. These successes inspired numerous companies to yomp onto the bandwagon, and in the following months Microdeal released Leatherneck (which was actually a four-player game if you had the appropriate joystick adaptor), and Ocean brought us Rambo (actually a film license) and Victory Road (a very poor conversion of SNK's Ikari sequel). Further Commando-style action is found in Ocean's Guerilla War (another hideous Ikari spin-off) and Steve Bak's pseudo-sequel to Leatherneck, the okay Dogs of War. Most recently, US Gold have put together a two-player conversion of Capcom's three-player commando coin-op, Mercs, which was reviewed last issue and earned 90% on Amiga.

Although War Zone has the two things that usually make for a great shoot 'em up, namely big weapons and loud noises, it is a bit lacking in originality. That moan aside, what I admire about the game are it's excellent graphics (which I think are rather more colourful and attractive than those in Mercs), the great sound and the good variety in weapons. The other good thing about War Zone is that it's certainly no pushover - if you're playing on your own you'll have trouble just beating level one. An extra player makes all the difference, because you end up covering each other's back, which adds a surprising touch of realism to the proceedings. War Zone is pretty similar to Mercs (though not quite as good in the gameplay stakes), but it is a fiver cheaper, so in the VFM stakes, it comes up trumps.

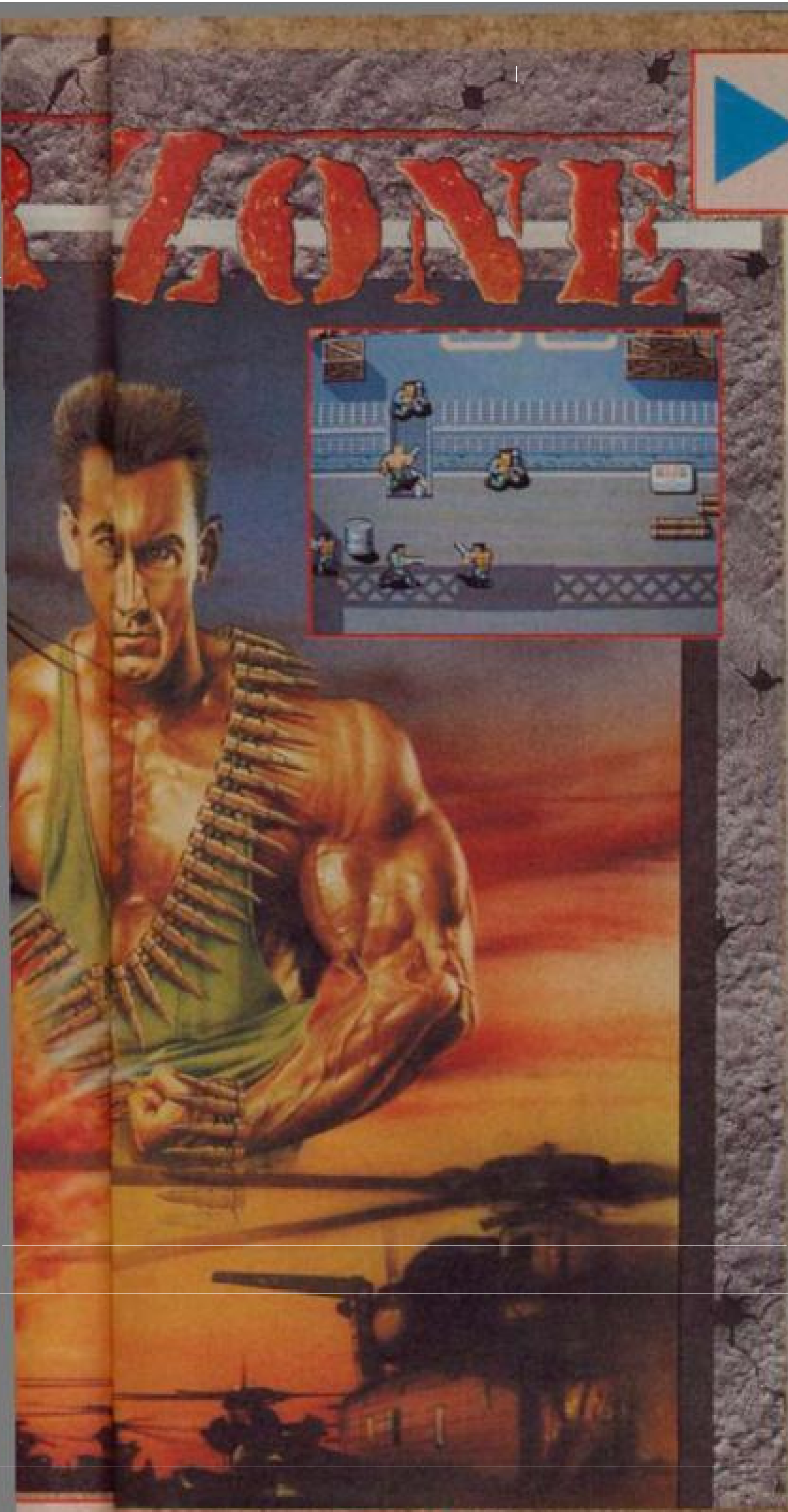
PAUL GLANCEY

UPDATE

ST owners should watch the shelves for their own version of War Zone which should be available as you read this.



▲ A bridge-based assault.



BRINGING ON THE BIG GUNS

Our two War Zone grunts start the game each armed with a weedy machine gun, but, as befits a game of mass destruction, there are five types of meatier armament stored in the weapons cases which are hidden around the landscape. Collect P icons and these can be powered up three times.

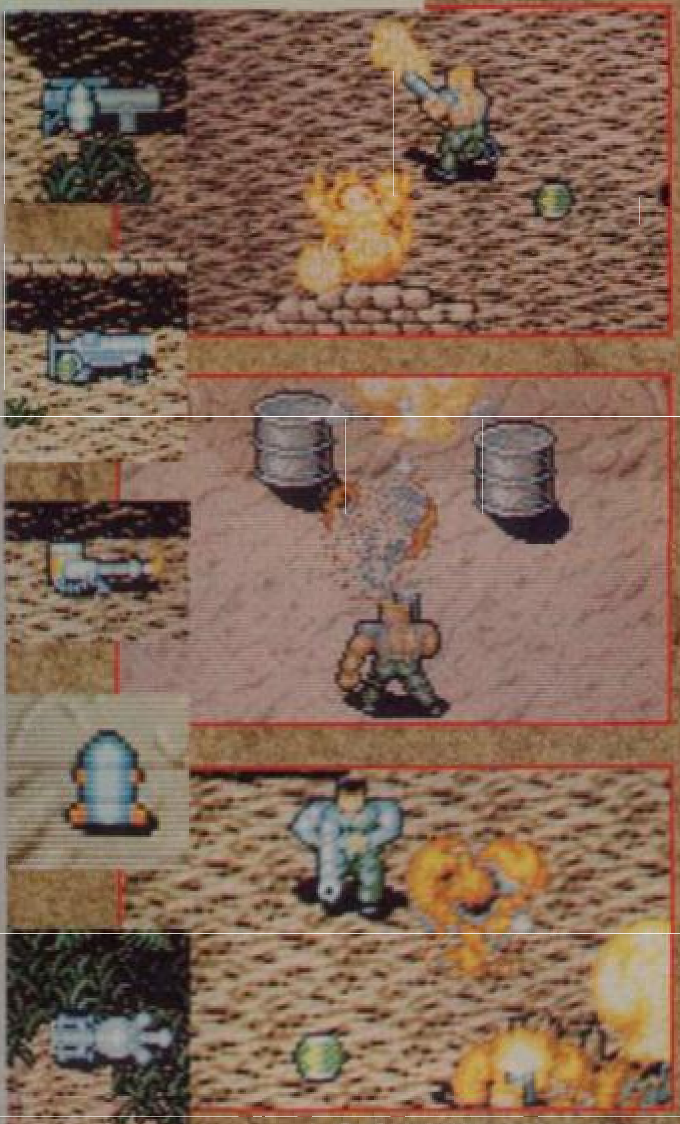
ROCKET LAUNCHER
A long range, heavy-duty weapon which explodes on contact with a target. Definitely one to grab before your mate gets to it.

GRENADE LAUNCHER
Powerful (especially when powered-up into a multi-directional weapon), but you have to get the range right, or you'll be lobbing grenades over the enemies' heads!

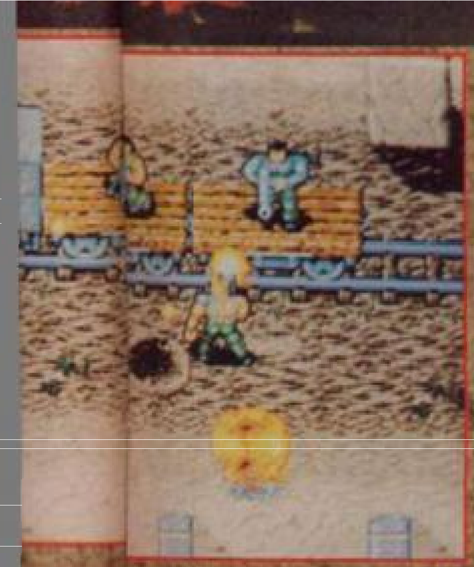
FLAME THROWER
Short-range, but quite deadly. Power-ups increase the flame thrower's range dramatically.

SMART MISSILES
Once launched, these home in on the nearest enemy then blow him or it to smitheroons! Certain to make any party go with a bang.

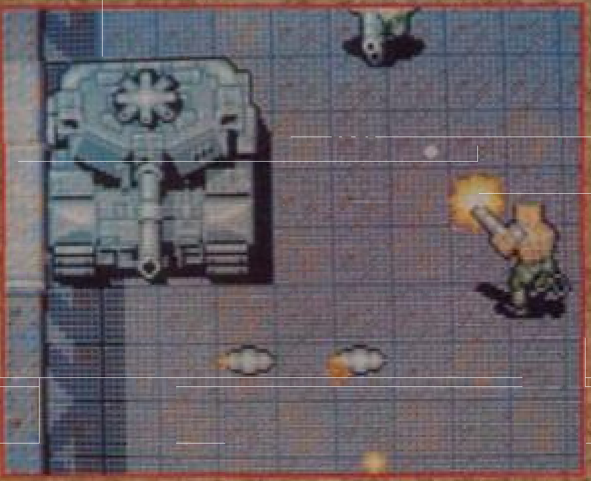
THREE-WAY SHOTGUN
Unsurprisingly, this is a shotgun which fires in three directions. Powerful, but has a slow rate of fire, which only increases with multiple power-ups.



▲ Grenades cause aggro.



◀ The first mid-level boss.



Taking on a tank! ▶

I must admit that I thoroughly enjoyed my explosive trip into the War Zone. As per usual for a Core Design game, the graphics are simply superb. The sprites are all well-defined and possess some nice animation, whilst the backdrops for each level are varied and visually interesting. I also like the pseudo-3D effect of the landscapes and how it affects the gameplay. For example, you can't shoot through solid walls, but there's nothing stopping lobbing a grenade over them, thus neatly disposing of the evil nasties loitering behind it! All this napalm-related excitement is accompanied by some excellent sound effects. The rocket launcher in particular has a brilliant noise! The gameplay itself is really tough and getting past each level is incredibly taxing. I had problems getting off level one. Any road up, War Zone is a great Commando-style blast that is good in one-player mode, but even better if you can force a chum into taking part.

RICHARD LEADBETTER

AMIGA

GRAPHICS	88
SOUNDS	83
PLAYABILITY	85
LASTABILITY	85
OVERALL	86

NINTENDO **£34.99**

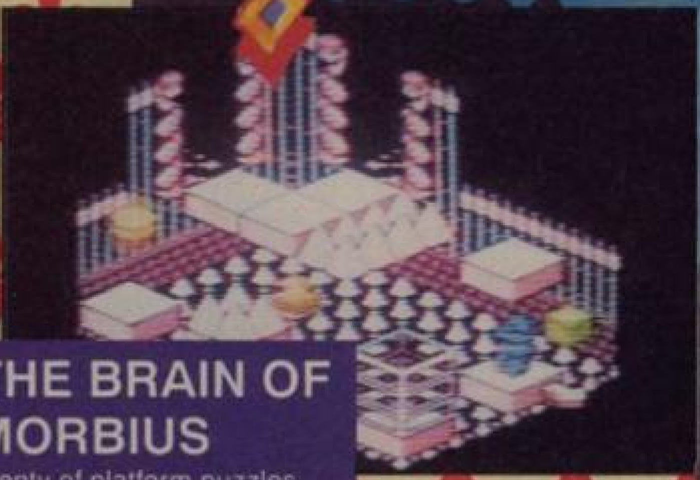
BY TRADE WEST

Sol
The Ques

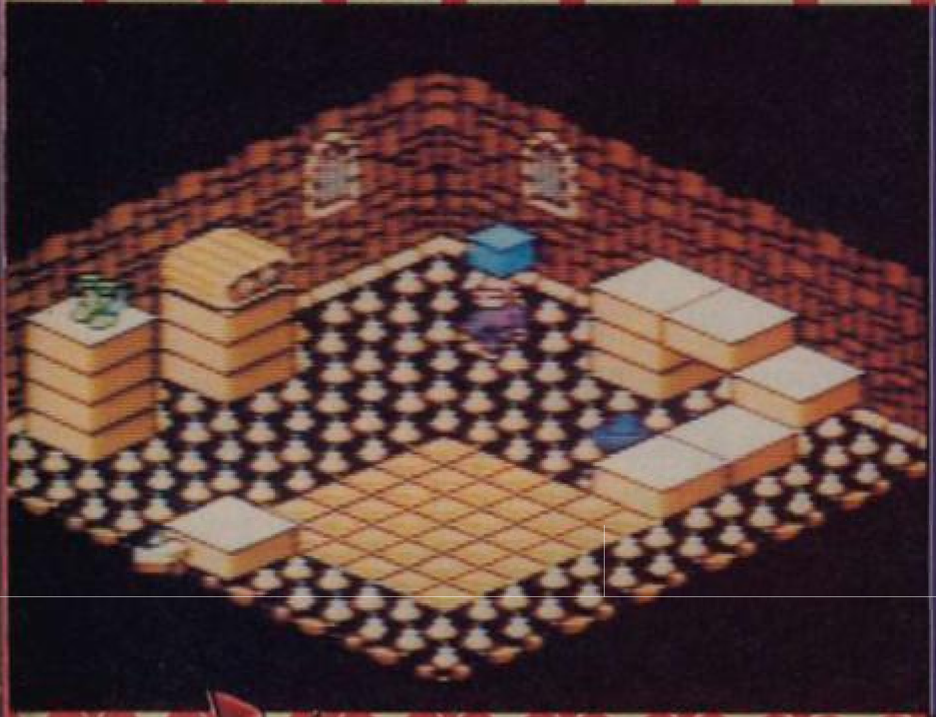
Some people just don't have any respect for women. Take the evil Morbius, for example. He's obviously a bit annoyed, what with being named after a deformed creature out of Doctor Who, and has sworn vengeance. The first step in his plan for world domination involves kidnapping a hapless girl and then sucking out her soul. Armed with this gentle spirit, Morbius plans to enhance his magical powers and take command of the cosmos (boo! hiss! and various other noises of disapproval).

Shadox the funky peasant just happened to witness the abduction of the fair Princess Eleanor (courtesy of Morbius), and after suddenly falling in love with her (a bit of a soppy one is our Shadox) decides to stage a rescue attempt. Hurrah!

Shadox's princess-rescuing antics are staged on a flick-screen isometric 3D environment. As well as contending with Shadox's twisted minions, there are many platform puzzles for our hero to traverse. Special magic items also dot the landscape and each plays its part in bringing down the evil Morbius!



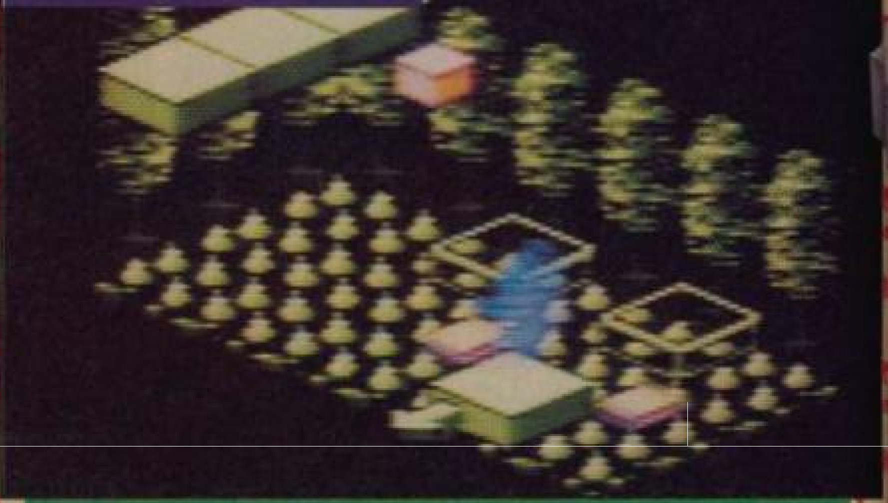
▼ *Looks like the floor's got some bad points...*



THE BRAIN OF MORBIUS

Plenty of platform puzzles await Shadox on the path to Morbius. Here's a shot of one of the earlier puzzles. Shadox's aim is to reach those green magic boots on the left. Unfortunately, the path to the boots is blocked by a floor covered with lethal spikes - and Shadox only has one block to do it with! Perhaps if he dropped the block on top of that marauding sprite, he could jump on top until he's safely delivered to that conveyor belt. One more leap and the prized boots are his!

▼ *More isometric idiosyncrasies!*



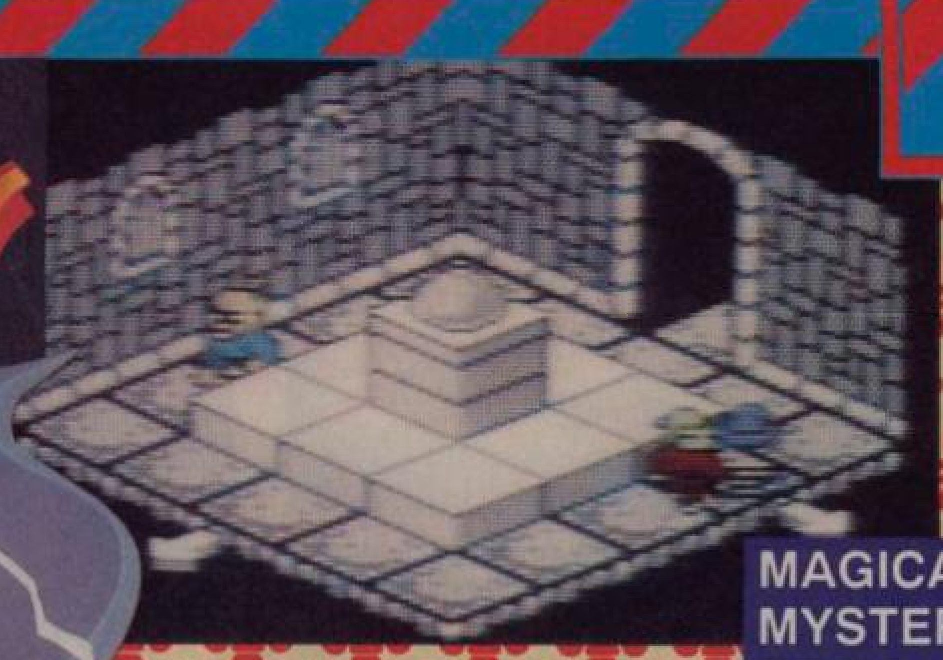
I must admit that I expected a lot from Software Creations' first Nintendo effort - their C64 Bionic Commando game is one of the best games I've ever played! I'm glad to say that Solstice doesn't disappoint one little bit. The graphics are excellent throughout, with some of the best backdrops and sprites ever seen in this type of game. I've got through about 30% of the game, and for each area the graphics just keep on improving! The sound is excellent as well. The renowned Tim Follin comes up trumps yet again with some brilliant atmospheric scores - probably some of the best music yet heard on the NES. The gameplay is excellent, with some brain-bending puzzles and nice power-ups for Shadox's abilities. For the Nintendo, this is a very original and compelling game that'll have you super-glued to your console.

RICHARD LEADBETTER

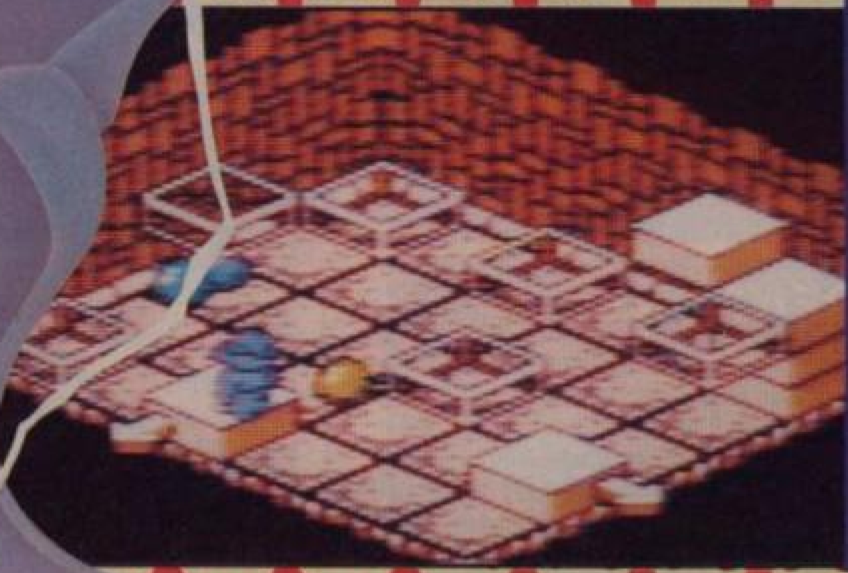
MAGIC SHOES?

There are a number of items carefully dotted around the 3D landscape. Two distinct types are in evidence. The first type consists of building block-type platforms that Shadox can cart around the screen and use as stepping stones. The more interesting items are magical. These come in the form of magic keys (essential for opening magic doors), credits (endows Shadox with a continue) and special items that power-up Shadox's abilities. The first such items are the magic boots - these increase the height that Shadox can jump.

stice™
uest for the Staff of Demnos


◀ *Monster mayhem abounds!*

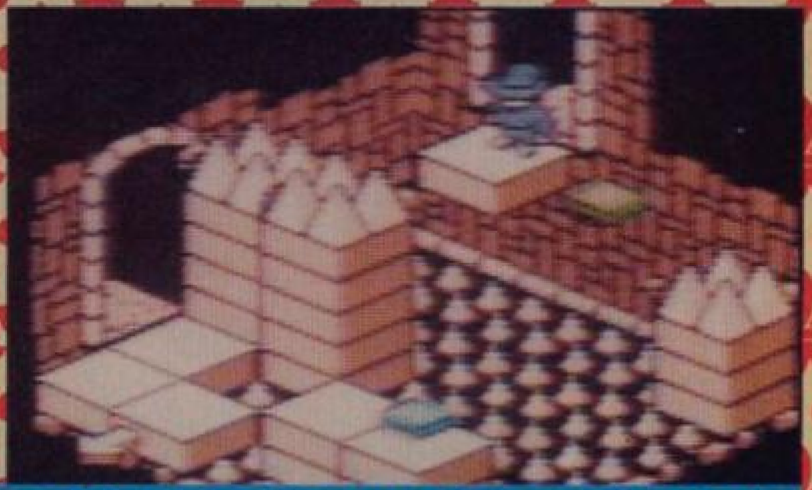
▼ *Watch out - those panels vanish!*



MAGICAL MYSTERY POTIONS

As Shadox travels around the darkened landscape, he comes across various potions that produce some very strange effects. Some of them simply protect Shadox from the marauding minions (and make him glow a very strange colour into the bargain) whilst others act as smart bombs that annihilate everything evil on the screen. There are four different types of potion in all, but the significance of each is not fully realised until later into the game...

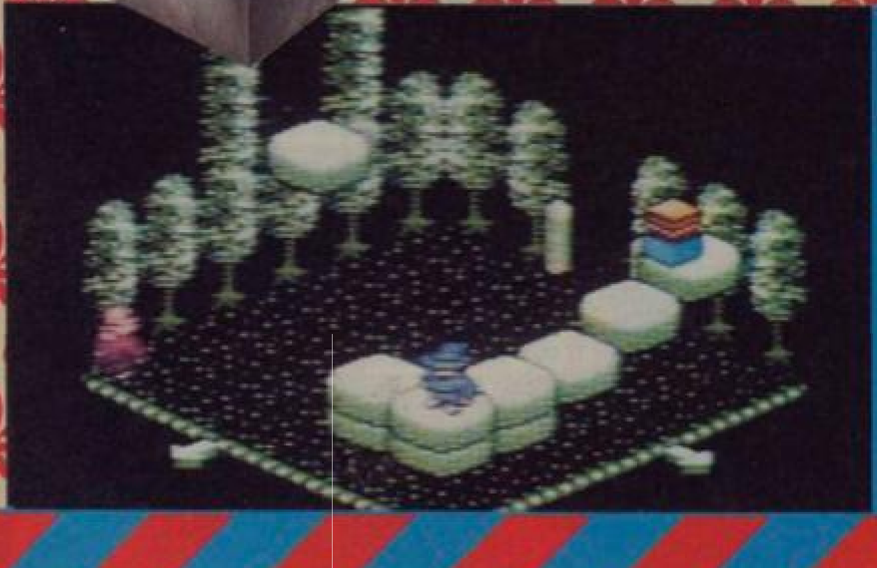
It's a long jump - ▶ can Shadox make it?



UPDATE

Solstice isn't likely to appear on any other system whatsoever. Oh well.

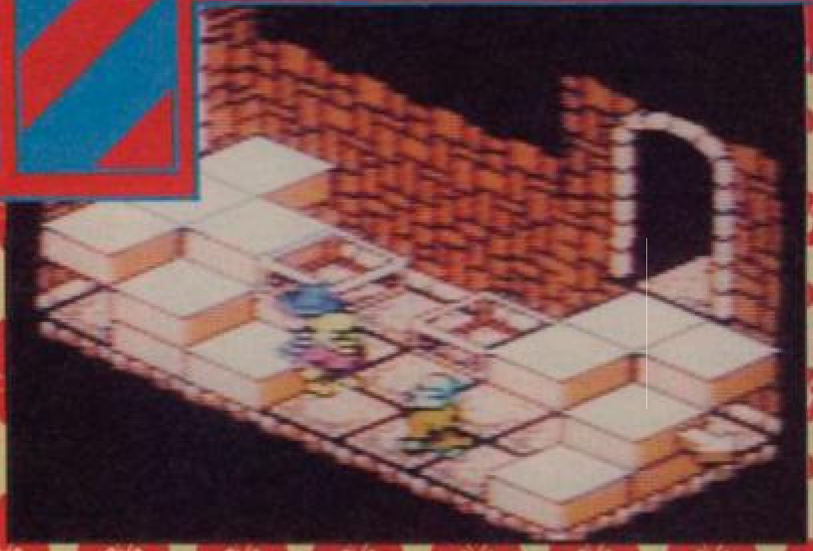
▼ *An environmentally-friendly level!*



A POTTED ISOMETRIC HISTORY

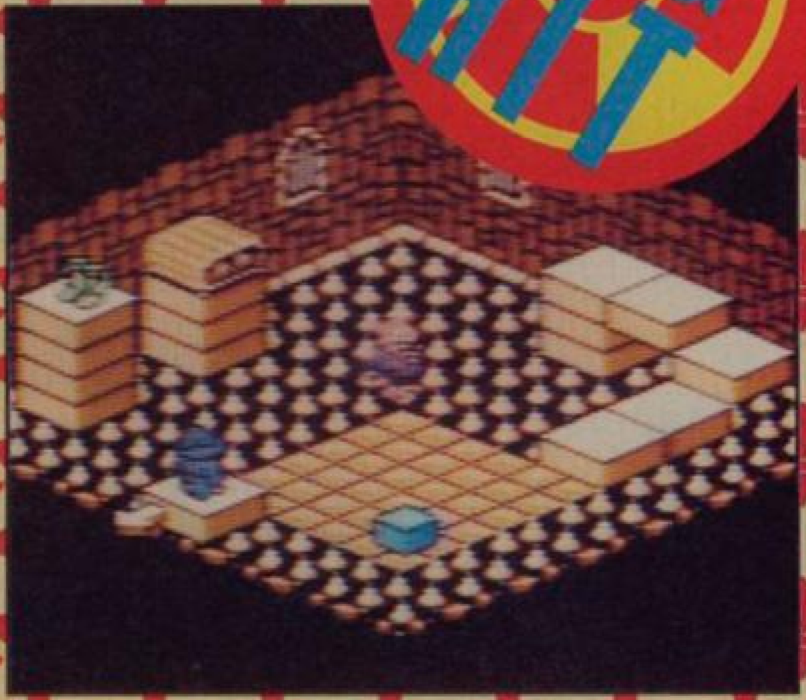
The game that started off the whole isometric 3D genre was Ultimate Play The Game's Knight Lore - a visually stunning game that simply amazed the Speccy-owning public back in 1983. Ultimate were quick to realise the popularity of this Filmation (TM) system and followed it up with Alien 8 (a techy version of Knight Lore) and then even got the system to start scrolling with games like Night Shade and Gun Fright. Their last 3D game was Bubbler, which was rather average by Ultimate standards and was hampered by a rather bizarre control method. Anyway, by that time, other companies had jumped on the 3D bandwagon, the most successful being Ocean with their Batman and Head Over Heels games (both written by Jon Ritman and Bernie Drummond). Funnily enough, both of these programming teams are now successful Nintendo coders...

SOLSTICE



◄ *There's no place like gnome (urgh!)...*

▼ *This'll take some doing...*



▼ *Feeling blue?*

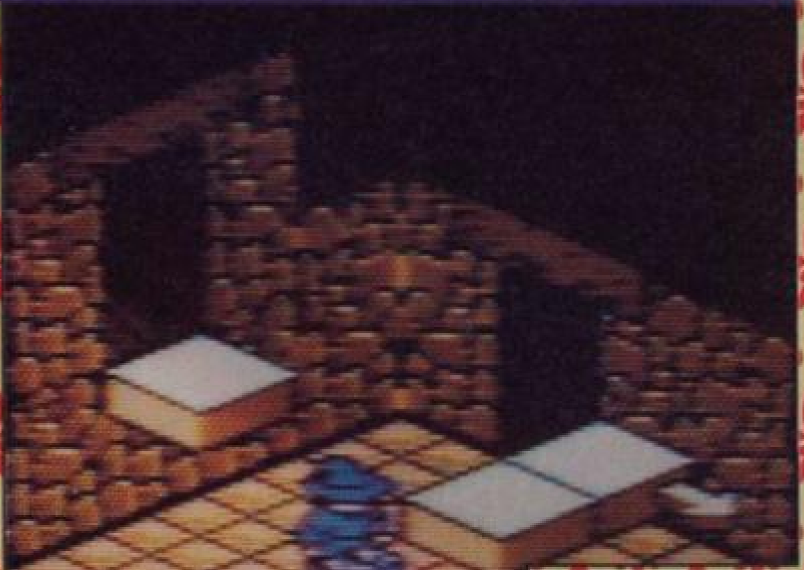
▼ *How do you get up there?*

SOFTWARE CREATIONS

Solstice is the first Nintendo outing for Software Creations, whose previous credits include Firebird's amazingly close conversion of Bubble Bobble, the similarly groovy Bionic Commando (the C64 version had some of the greatest music ever!) and US Gold's Ghouls and Ghosts (pretty good conversion with excellent music - again). Their latest computer epic is US Gold's Gauntlet 3D - expect a review of that in the very next edition of CVG!

Software Creations have always been a top name in British programming, and it's great to see our brave Tommies producing a game which will impress the rest of the Nintendo-owning world. And impress them it should, because Solstice is one of the best arcade adventures on the Nintendo, sporting really lovely graphics and some of the best music I've ever heard on an NES. The attraction isn't only skin-deep either, because this is a BIG game with an awful lot of secrets to discover. If you've ever played any of the similar games on the Spectrum or whatever you do have an instant advantage because a lot of the puzzles and ideas will be familiar (in fact some of them are VERY familiar, looking like they've been taken straight out of the Ultimate oldie, Knight Lore). This is a great game, and anyone with a bent for puzzle-solving would be a fool not to give Solstice a go.

PAUL GLANCEY



▲ *Decisions, decisions...*

The fair princess herself! ►

NINTENDO	
GRAPHICS	92
SOUNDS	94
PLAYABILITY	92
LASTABILITY	94
OVERALL	93

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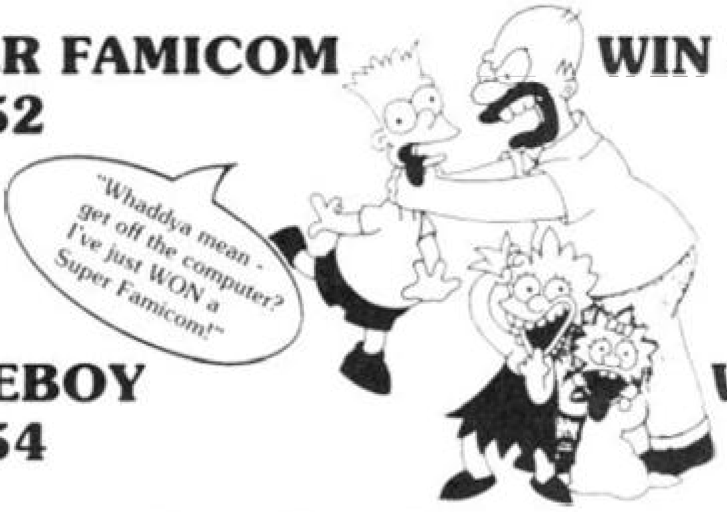
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CHEAT MODE

Welcome to yet another Cheat Mode, the section that means you get the latest, greatest cheats for all formats whilst I get the lovely job of opening all your letters and absorbing all your words of wisdom. Mind you, I'd have had far less mail to sort through if you hadn't sent in all those Lemmings codes. Forty-three (count 'em) letters of codes this month, so apply your tip-dealing talents elsewhere. A hundred smackers in cold cash goes to Simon Sleight of Spalding for his topping SWIV guide. No-one sent in any decent maps, so the maps prize remains unclaimed. If you've got any maps or (new) tips then send 'em in to me at CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

ALL FORMATS

CORPORATION

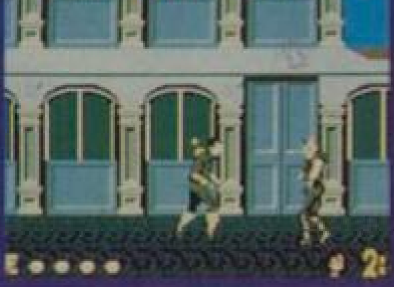
Alex Crook from Saffron Walden in Essex (which is just a few miles from where I live, funnily enough), sent in this ten point plan for conquering this Core Design game.

1. Go slowly around corners, to avoid triggering alarms.
2. Shoot cameras at a distance.
3. Don't wait until the last moment to recharge your power packs. Something might attack you.
4. Use the jetpack, visor, and backpack sparingly. They use power fast.
5. Most elevators and doors use key pads, so get the lockpick at the beginning of the game.
6. Shoot spiders off the ceiling and make sure they are dead, or they'll attack!
7. Don't use a grenade in an enclosed area. It's a bit of a stupid thing to do, isn't it?
8. Only use a bomb when you're thrown in prison.
9. Examine holograms carefully.
10. Always run away from the green dude (Alex's description, not mine), or else keep firing and pray!

SPECTRUM

SHINOBI

Rodney Wilson from Luton saw fit to send in this little cheat. Just redefine the keys as **GRUTS** and a message should come up saying "HELLO CHEEKY". Redefine the keys as you want them and you'll have infinite lives - "just like that," added Rodney for good measure in his letter.



ROLLING THUNDER

A pretty poo-ey game as far I'm concerned, but if for some strange reason, you want to cheat on it, then type in **JIMBO** on the main menu. In the game use I and O to go up and down through the levels. Simon Froggatt sent in that tip, and he hails from merry Todwick in Sheffield.

010000
BULLET 044
MG BLT 000
LIFE

C64

STRIDER

If playing through this tepid conversion is a bit too much of an effort, try this little tip from Rob Arnold of Nuneaton. On the title screen press **RUN STOP, RETURN,** and **DELETE**. The border will now turn grey. Press fire to start the game and hit **F7** and move your stick up and right. You'll now be teleported to level three.

GHOULS AND GHOSTS

On the highscore table, type in **WIGAN RLFC**, and when you lose your armour you can press A to get it back. But that's not all. Pressing S enables you to skip a whole level. Not bad, eh? Thanks to Finton Parkinson from Bromley in Kent.

AMSTRAD

FULL AUTO
500
00022160

MIDNIGHT RESISTANCE

According to Steven Dale from Aberdeen, holding down **R, G,** and **N** on the title screen causes the message CHEAT ON to appear. Start the game and you're graced with infinite lives!

HONG KONG PHOOEY

Who sent in this tip to start the game with infinite energy? Is it Sarge? Is it Rosemary, the telephone operator? Is it Steven Dale, mild-mannered tipster from Aberdeen? Could be! Any way, enough of this reminiscence. Apparently, according to Steve, if you hold down **T, H, U,** and **I**, on the options table, infinite energy is yours!

XENON

Not a bad little budget blast 'em up, currently enjoying a revival via the Mastertronic budget label. So, if want to cheat on it, listen up. First of all, pause the game. Now hold down **T I N Y** and a message will appear, telling that your craft is indeed invulnerable. This tip appears courtesy of Steven Dale (again).

ENDURO RACER

A nice little road racer, and thanks to Steve Dale (again) you can now be invulnerable to all roadside obstacles, meaning you can go flat out for the whole race! First of all, reduce your speed to 0 MPH (which shouldn't be too hard) and hold down 0, 1, 4, 5, and the left arrow key.

ATARI ST

ROBOCOP 2

Trevor Clarke from Edgbaston in Birmingham reckons that you should press F3 to access the highscore table on this game. Then type in **BAMBOOZULEM** followed by **HELP** to obtain infinite energy.

MIDNIGHT RESISTANCE

Trevor Clarke reckons that you should type **SAMANTHA LYON** on the title screen of this flick screen blast in order to gain infinite lives. Why not try it out? But what Trev didn't mention, is that by pressing each function key you can select which weaponry you'd like your commando to possess. Jonathon Rivers added that vital piece of information.

NARC

Warren Lee from Sevenoaks in Kent sent in this tip for the ST version of NARC. Simply go up to the dustbins (any set should do) and crouch down behind them. Continuously fire at them for a minute or two and then walk into them for infinite lives.

AMIGA

HORROR ZOMBIES FROM THE CRYPT

HORROR ZOMBIES FROM THE CRYPT

As Rud B Sorensen from Denmark says, "Here are the codes for the crap game called Horror Zombies From The Crypt." Well, I didn't think it was that bad, but here's the codes any way.

- LEVEL 2: WOLFMAN
- LEVEL 3: HAMMER
- LEVEL 4: LUGOSI
- LEVEL 5: NOSFERATU
- LEVEL 6: GARLIC

TEENAGE MUTANT HERO TURTLES

Apparently, the cheat for this monotonous game is exactly the same as the ST one. So, for the benefit of those who missed it the first time, here it is again. Just type **8859** when you're asked for the code (from the sheet). Follow this up with **1506** at the next prompt. Finally, enter the correct code. When you start the game, pressing the **HELP** key will obtain infinite energy for the turtle of your choice. Chethan Jayadev sent that in.

SUPERCARS 2

Ajad Miah from Scunthorpe decided to send in the cheat for this newly released (reviewed last ish) Gremlin mega hit. Simply change player one's name to **Wonderland** and change player two's to **The Seer**. Enter these codes exactly as you see them here. Now start the game in either one or two player mode and you should win all the races without even trying!

TOYOTA RALLY

I really enjoyed playing this Gremlin car game when I reviewed it at Christmas, but I could have done with this cheat, as supplied by Ross Coleman from Higham Ferrers in Northants. By holding down SHIFT and C at the same time, you can skip levels and keep the timer locked at 0:00:0!

ESWAT

Here's a tip that loads of people sent in (I haven't got space to fit in all the names and I'm a bit too lazy any way). In order to get infinite lives on this cop caper, type in **JUSTIFIED ANCIENTS OF MU MU** (which, incidentally, is what the KLF used to be called before they changed their name to the KLF) during the game. Now you should have on plenty of lives to squander.

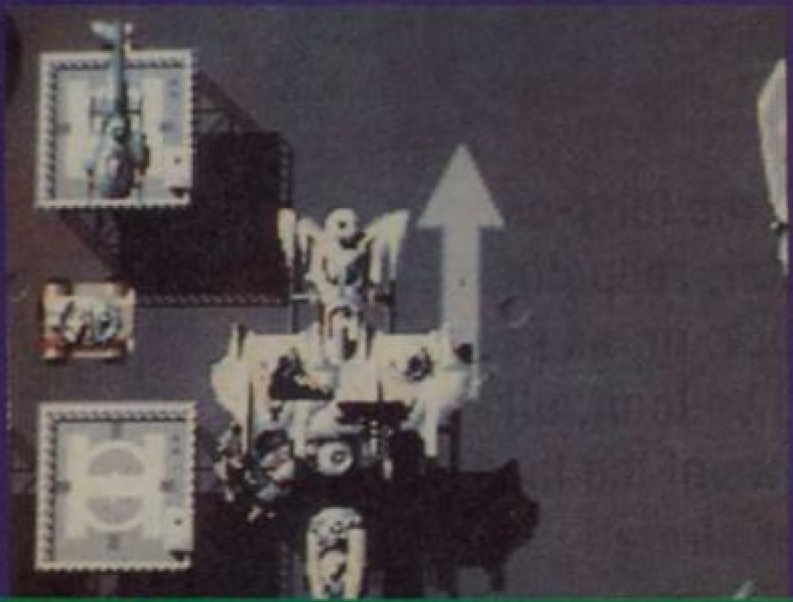
SWIV P

Simon Sleight from Spalding sent in this cosmic SWIV player's guide, full of juicy hints 'n' tips for this brilliant multi-format shoot 'em up. So without further ado, let's get on with it, eh?

CHOOSING VEHICLES

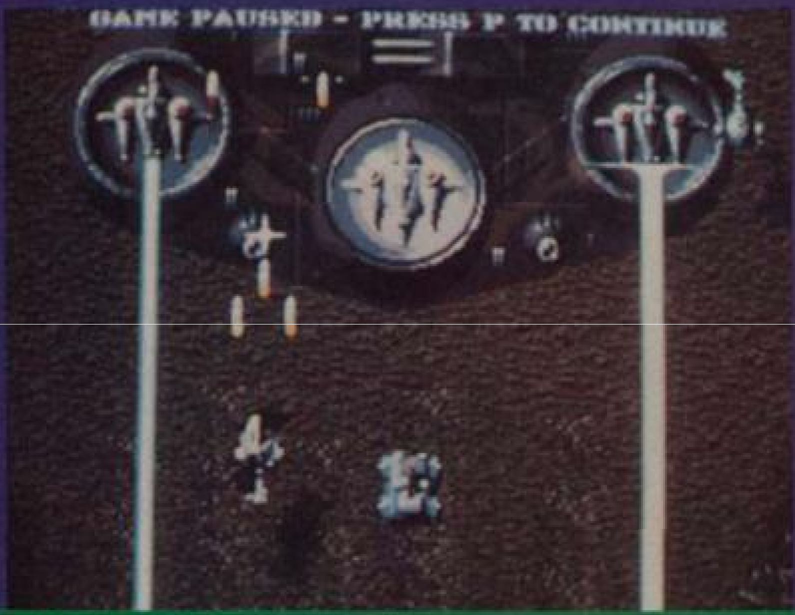
If you want to complete SWIV, there are two main games types:
- In one-player mode, choose the heli, as it's easier to destroy the bosses and dodge bullets.
- In two-player mode, one player should get reasonably far on a credit, but when he/she bites the dust, the other player should take over with the other vehicle whilst the first player sits out. Get the idea?

CUNNING TACTICS



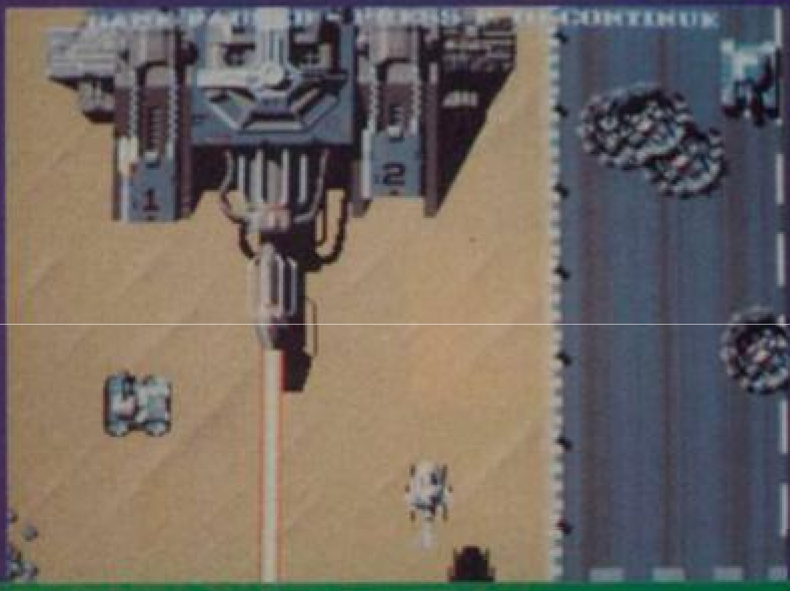
GOOSECOPTERS

This helicopter's easy to destroy if you shoot at its metallic centrepiece whilst its forming. Or, if you're endowed with a shield, fly straight at its heart, firing for all your worth.


GAME PAUSED - PRESS P TO CONTINUE

FIRST INSTALLATION

With the Star Weapon, this momma's easy. Just sit down to one side keep blasting!



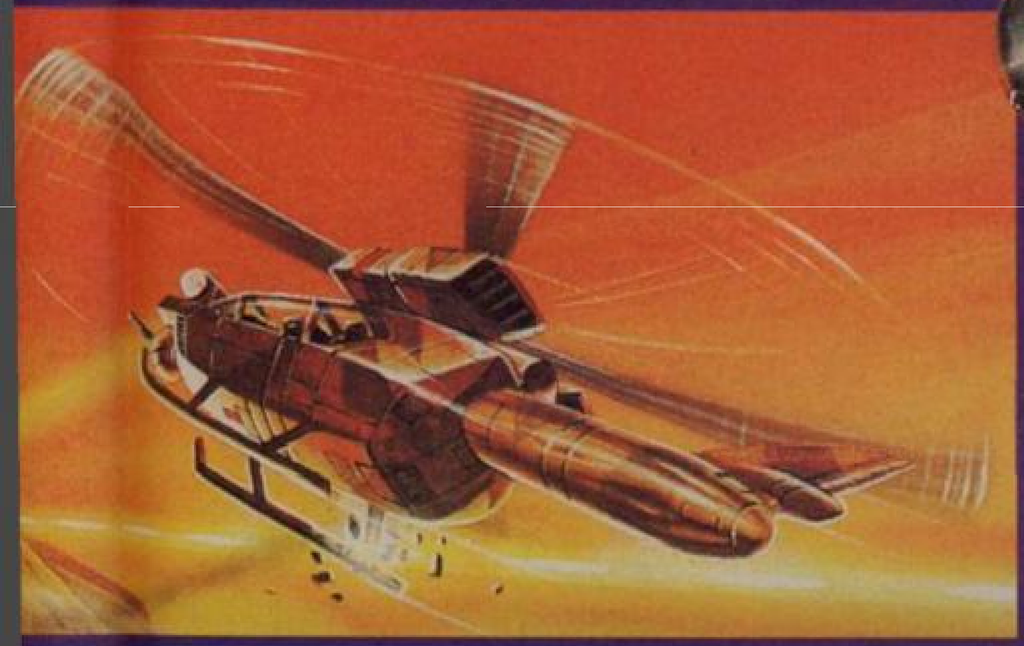
SECOND INSTALLATION

With the extra spread weapons, take out the two guns first then concentrate on the middle laser dome, before mopping up the two outside laser domes. Be very wary of the helicopters.

PLAYER'S GUIDE

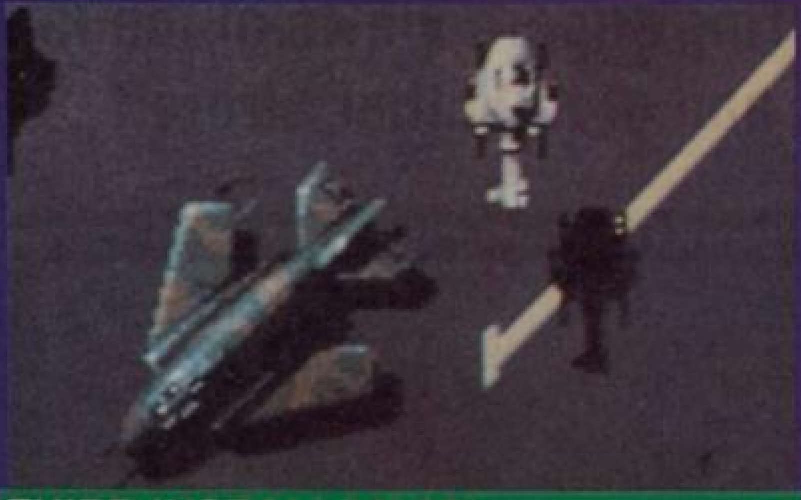
COLLECTING POWER-UPS

When you destroy the first Goosecopter, collect three (or two if you were slow) extra spread tokens, and perhaps a shield.
At the second Goosecopter, collect extra spread and rapid-fire tokens and perhaps a shield.
Blast the third Goosecopter into smithereens but instead of collecting the icons, keep shooting them. This should make a star token appear, which endows your SWIV fighter with a super-brill star weapon, which fires in eight directions! Beware though, this baby only appears once and vanishes after you've been hit five times.
After that, revert to the tactics used to dispose of the first two Goosecopters. Another thing to remember is that shooting the shield turns it into a smart bomb which annihilates everything on-screen! Yay!



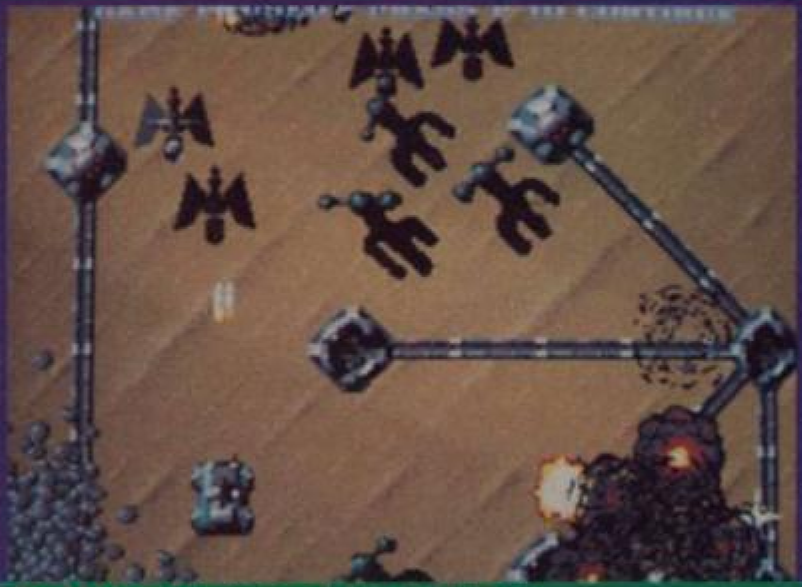
GENERAL TIPS

- Try to memorise the baddies' appearing points and the whereabouts of the shield icons. It'll come in handy.
- Be very wary of bullets, but don't always take evasive action as the baddies are mostly crummy shots.
- When you die, put your four second shield to good use.
- Blast the tokens repeatedly to claim the Star Weapon.
- In two-player mode, take it in turns to collect all the power-ups.
- It's best to blast silkworm homing missiles rather than trying to avoid them.
- Never fly/jump directly over pyramids and volcanoes.
- Keep firing!



THIRD INSTALLATION

Just before this baddie appears, there's a Goosecopter. Collect one shield from its remains and keep blasting the other token. Then sit in the middle of the moving gun. When that shield runs out, collect the other shield and repeat the process. If you die still sit in the middle and keep blasting as you have a four second timed shield.



FOURTH INSTALLATION

This nasty spills silkworms at an alarming rate, but don't worry about blasting these. Just aim for the main body to make your shots count. Eventually, you'll destroy it.

NINTENDO

SNAKE, RATTLE AND ROLL

What should I find on my desk, but this set of hints and tips for Rare's brilliant game. So, thanks are in order for Dale Thomas of Swindon. Here goes...

At the start of level one, jump onto the small island in the water and press your B button. This opens a secret manhole that takes you to level three! Also on level one, there is a new life on a very high platform. You can't get to it unless you jump into the water near the platforms. When the shark comes, let it bite you. As you fly into the air, keep your finger on the up direction of your pad. You should reach the platform. Use this tip on other levels too for other secret bonuses.

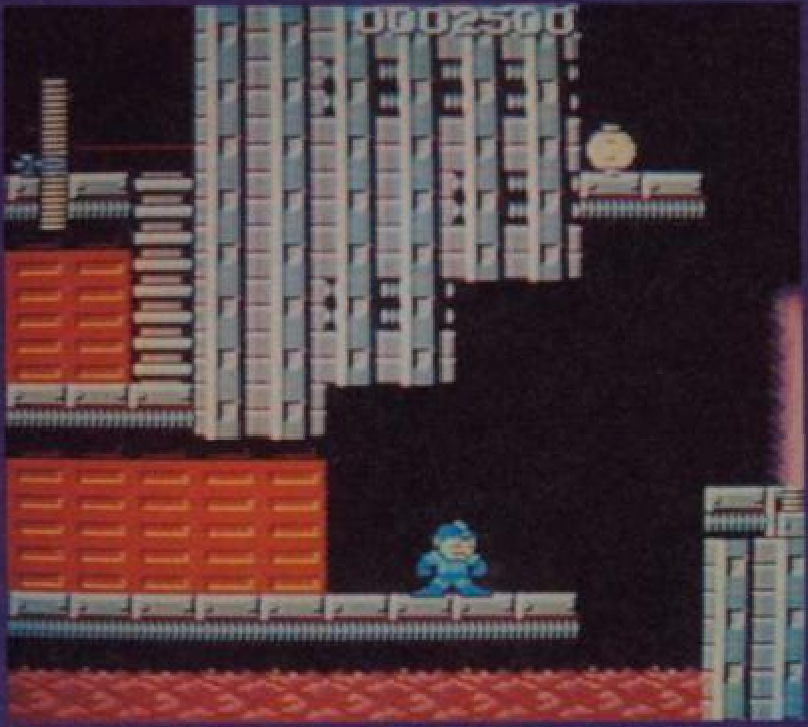
On level three (past the three blades), grab the key from under the manhole cover *(you'll need to carry the key all the time)*. Get onto the platforms near the loudspeakers that spit nibbly pibblies and jump onto the manhole cover and jump to the right onto the manhole cover. Jump right again onto the higher platform. Jump to the left onto the large platform and above you is a manhole which is a warp to level five! According to Dale, actually pulling this off is pretty difficult. So there.

Here's a quick way to complete level four quickly. As you get near the bell, anvils will fall from the sky. Avoid them and when the green one appears, make it land on the scale. It will ring the bell and open the door for you. Hurrah!

MEGAMAN 2

Loads of people sent in their list of codes and weapons, but only William and Richard Sharpe from Surrey sent in the correct set of weaponry with which to deal with the end-of-level guardians beyond level 9-1. So, here we go.

- DRAGON - QUICK BOOMERANG
- CRAZY CANNON - METAL BLADES
- GUTS DOZER - BUBBLE LEAD
- MONSTERS ON WALL - CRASH BOMBER
- DR WILY'S MACHINE - METAL BLADES
- DR WILY - BUBBLE LEAD



RAINBOW ISLANDS

Another cheat courtesy of George Nagata. Follow this code, and you should be able to start the game with the shoe, red potion and yellow potion. Hurrah! Still, here the code. Enter it on the title screen.

UP, B, DOWN, LEFT, C, A, A, B, C.

MEGADRIVE

GYNOUG

A brill blast, though a little on the tough side. Now, thanks to George Nagata's Japanese translating skills, the game can be made a little easier. On the option screen, move to where it says "DIFFICULTY LEVEL". Press A, B, and C together with START. The difficulty level should now read "EASY", and so it is!

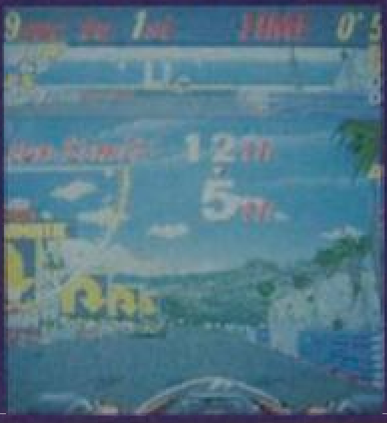
SUPER MONACO GP

Here's a couple of cosmic codes courtesy of Steve Baggalaley from Stoke-on-Trent, who decided to daub his letter with fluorescent pen for some unknown reason. Oh well, here's the codes, which incidentally, give you a pretty hot motor and loads of driving points! Yowzers!

4000 0000 0000 0000
0010 GGD5 3627 B14C
FA89 E000 0000 000I
0000 0000 G300 2F17

And the second code:

05Q8 O0F6 5010 P000
0010 H105 362D B47C
FA89 EG20 0100 00GI
0000 0000 B200 0AE9



GAIN GROUND

A completely revolting Megadrive release, but here's the cheat if you want to get another minute's worth of enjoyment out of the game. On the option screen, press the buttons in this order **A C B C**. You should now be able to select which stage you which to start on. Not bad, eh?

SEGA

WONDERBOY

Since this has recently appeared on the Game Gear, I thought I'd print these tips for this okay-ish coin-op conversion. Oh by the way, these tips are from Sega of America themselves, so if they don't work, I'm a Dutchman (which I am, sort of).

Any way, to choose the round you wish to start on follow these instructions. When the screen shows the round and area number press button one twice, and button two twice. Now hold both buttons down and use the direction pad to choose a level!

Also, during the game little Sega signs appear. Collect them all to make all the fruit you collect worth 500 points. There's also a tenth round secreted in the game. You need to collect 36 dolls. You get these throughout the game (but some of them are hidden, so be careful). Get all 36, and the game automatically moves on to the tenth level!

SUPER FAMICOM

PILOT WINGS

Here's the complete list of codes for this superb Famicom (which has become more of a pastime for Mr Glancey of late) courtesy of Matthew Smith of Stoke-on-Trent.

LEVEL ONE: 985206
LEVEL TWO: 394391
LEVEL THREE: 520771
LEVEL FOUR: 108048
LEVEL FIVE: 4000718
LEVEL SIX: 773224
LEVEL SEVEN: 165411
LEVEL EIGHT: 882943

PC

SUPER STAR SOLDIER

Nicky Lee sent in a cheat for this decent shoot 'em up. First of all, skip the intro and enter the title page. Register these movements on your joypad:

LEFT, II, UP, II, RIGHT, II, DOWN, II, LEFT, II, UP, I, RIGHT, I, DOWN, I

Now press buttons I and II simultaneously eight times. Now press **RUN** and **SELECT** eight times. The results should speak for themselves...

PARANOIA

Another Nicky Lee tip here. On the title page, just hold **UP, I, II and RUN** down together. Now just press **SELECT**.

F1 CIRCUS

Not exactly a cheat, but if you have the urge to listen to all 47 tunes in the game, press down button 2 and move down on the joypad simultaneously. Press run and you're away! Nicky Lee strikes back with this one.

DEVIL CRASH

This was one of first games I ever played when I joined C+VG, and it's pretty damn hot in my opinion. So, if for some reason you fancy cheating try entering some of these codes on the password entry screen.

AAAAAAHAAA gives you unlimited balls.
DAVIDWHITE enables you to see the ending of the game.
AAAAAAAHAA starts the game with six balls.
AAAAAAAAHA starts the game with eleven balls.
Thanks to Harry Brenton for these tips.

GHOULS AND GHOSTS

If you're a lucky blighter that owns a PC Engine Super Grafx, here's a tip for you. On the title screen, just hold down button 1 and move right on the pad simultaneously to enter the option mode.

GAME BOY

GARGOYLES QUEST

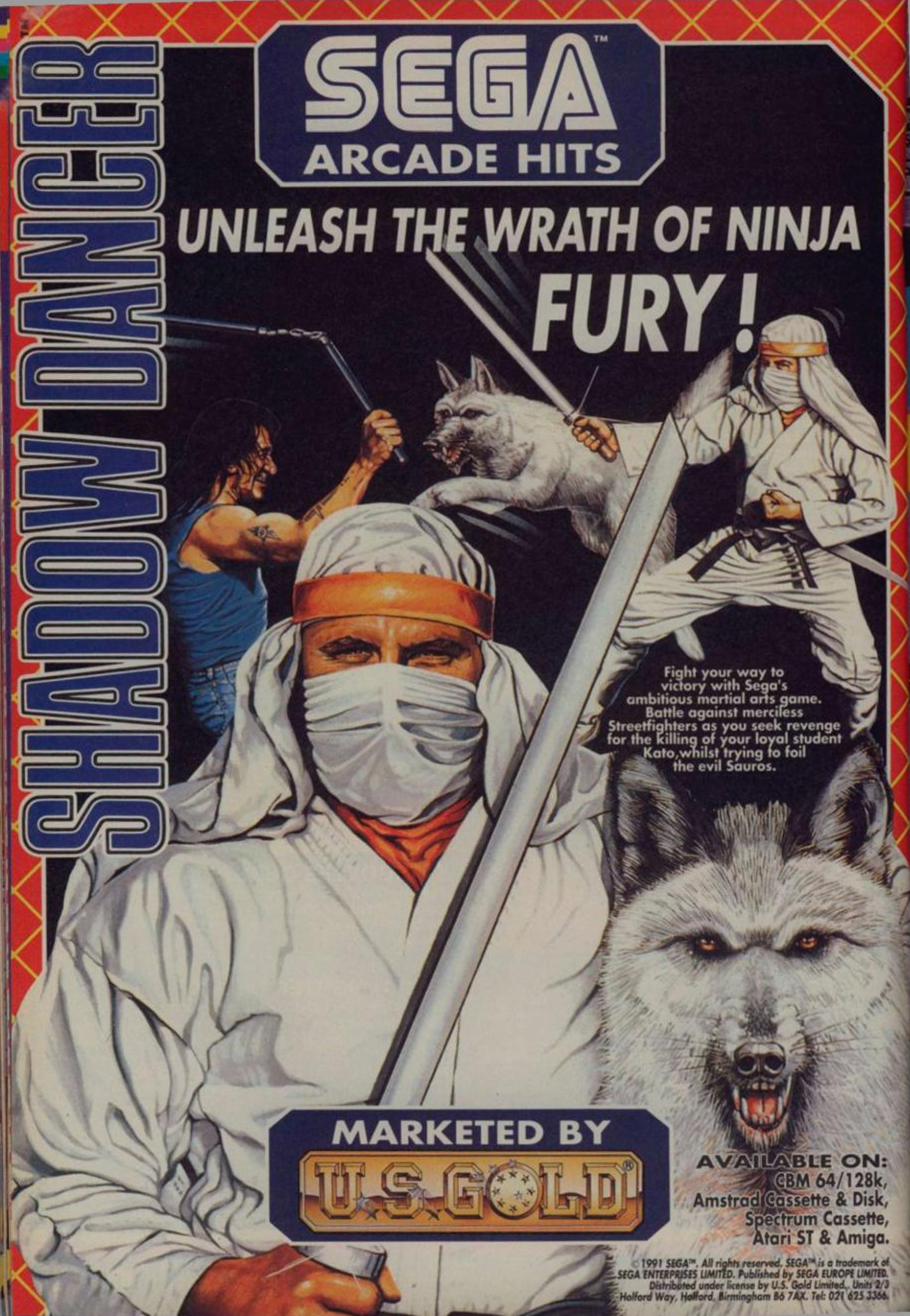
Matthew Dougty from Barnet sent in this code for this okay-ish game. Simply enter **NPAN-RRXY** as the code to start the game with loads of items, decent attributes and four lives! Not bad, eh?

BURAI FIGHTER DELUXE

S J Faulkner from Gloucester sent in all of these codes, so you gamesters who are a bit crap at shoot 'em ups need feel ashamed no longer. Still, here we go.

EAGLE LEVEL
LEVEL 2: HGKM
LEVEL 3: CPFG
LEVEL 4: JJCM
LEVEL 5: DKLF
ALBATROSS LEVEL
LEVEL 2: HGNC
LEVEL 3: BMHB
LEVEL 4: DGBF
LEVEL 5: JGJH

ACE LEVEL
LEVEL 2: GBHC
LEVEL 3: MHCB
LEVEL 4: CDMN
LEVEL 5: KDPG
ULTIMATE LEVEL
LEVEL 1: GDCP
LEVEL 2: LMCJ
LEVEL 3: CCHL
LEVEL 4: HFKP
LEVEL 5: BNGH



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TOP 20

GALLUP ALL FORMATS CHART

THIS	LAST	GAME	BY	ON
1	1	MAGIC LAND DIZZY	CODE MASTERS	SPECTRUM
2	2	MAGIC LAND DIZZY	CODE MASTERS	C64
3	-	DRAGON NINJA	HIT SQUAD	C64
4	-	SLIGHTLY MAGIC	CODE MASTERS	SPECTRUM
5	-	DRAGON NINJA	HIT SQUAD	SPECTRUM
6	3	MAGIC LAND DIZZY	CODE MASTERS	AMSTRAD
7	-	ARMOUR-GEDDON	PSYGNOSIS	AMIGA
8	5	PAPERBOY	ENCORE	C64
9	4	DOUBLE DRAGON	MASTERTRONIC	C64
10	-	DRAGON NINJA	HIT SQUAD	AMSTRAD
11	-	EURO BOSS	E&J	SPECTRUM
12	6	DOUBLE DRAGON	MASTERTRONIC	SPECTRUM
13	-	CJ'S ELEPHANT ANTICS	CODE MASTERS	C64
14	-	SCOOBY AND SCRAPPY DOO	HI-TEC	SPECTRUM
15	14	CONTINENTAL CIRCUS	MASTERTRONIC	SPECTRUM
16	8	KWIK SNAX	CODE MASTERS	SPECTRUM
17	-	SCOOBY AND SCRAPPY DOO	HI-TEC	C64
18	-	GODS	RENEGADE	AMIGA
19	-	MULTIMIX 1 GOLF	KIXX	C64
20	-	LEMMINGS	PSYGNOSIS	ST

AMIGA

1	-	Armour-Geddon	Psygnosis
2	-	Gods	Renegade
3	6	Fantasy World Dizzy	Code Masters
4	-	PGA Tour Golf	Electronic Arts
5	-	Chuck Rock	Core Design
6	-	Miami Chase	Code Masters
7	3	Little Puff	Code Masters
8	-	Defender of the Crown	Mirror Image
9	-	Killing Cloud	Mirrorsoft
10	-	Super Cars 2	Gremlin
11	-	Rocket Ranger	Mirror Image
12	-	Brat	Mirrorsoft
13	-	Megatraveller	Empire
14	4	Speedball 2	Mirrorsoft
15	5	Lemmings	Psygnosis
16	-	Sherman M4	DI
17	-	Ninja Rabbits	Micro Value
18	-	European Super League	CDS
19	8	Treasure Island Dizzy	Code Masters
20	1	SWIV	Storm

Plenty of new entries make up the Amiga chart this month, with Mirror Image's excellent budget gear making a deserved appearance. Psygnosis' Armour-Geddon hits the top, following up the success of Lemmings.

CVG TIP FOR THE TOP

Hmmmm. What with SWIV plummeting from last month's top slot to this month's number twenty, next month's number one could be anything! Maybe Switchblade 2 will make an impact, and it's still early days for Super Cars 2. Keep an eye out for US Gold's MERCS too...

▲ MERCS: our tip for the top slot.

GAME PAUSED - PRESS P TO CONTINUE

▲ SWIV drops to the bottom of the chart!

MEGADRIVE

1	1	Midnight Resistance	DECO
2	5	PGA Tour Golf	Electronic Arts
3	2	Gynoug	Masiya
4	-	Lakers vs Celtics	Electronic Arts
5	-	Verytex	Sega
6	-	Aeroblasters	Sega
7	-	Bonanza Brothers	Sega
8	9	Mickey Mouse	Sega
9	-	Kageki	Sega
10	-	Wardner	Sega

Midnight Resistance clings on to the top of the Megadrive chart this month, with the stalwart Gynoug and PGA Tour Golf giving them a good run for their money. Watch out for Wardner and Bonanza Brothers though, they could find their way to the top... Thanks to Console Concepts of Stoke (0782 712759) for the chart.

SEGA MASTER SYSTEM

1	-	MickeyMouse	Sega
2	1	GoldenAxe	Sega
3	3	Ninja	Sega
4	-	IndianaJones	US Gold
5	2	Wonderboy 3	Sega
6	-	WorldSoccer	Sega
7	9	Golfamania	Sega
8	6	WorldCupItalia'90	Sega
9	-	Paperboy	US Gold
10	-	ImpossibleMission	US Gold

US Gold's exceptional Sega gear finally ends up in the [illegible] [illegible] the charts, but what's Impossible Mission doing at number ten? At least Mickey Mouse manages to [illegible] the coveted number one position, knocking down the [illegible] Axe.

NINTENDO

1	-	Gremlins 2	Sunsoft
2	8	Super Mario 2	Nintendo
3	1	MegaMan 2	Nintendo
4	-	Black Manta	Nintendo
5	3	World Wrestling	Tecmo
6	7	Snake, Rattle and Roll	Trade West
7	-	Nintendo World Cup	Nintendo
8	9	Faxanadu	Nintendo
9	2	Duck Tales	Nintendo
10	5	Super Off-Road	Trade West

It's all change on the Nintendo chart this month. Gremlins 2 roars in to take the coveted number one position, ousting the brill MegaMan 2 to number three. Duck Tales plummets in favour of the so-so Black Manta, but there we go.

COMMODORE 64

1	1	Magic Land Dizzy	Code Masters
2	-	Dragon Ninja	Hit Squad
3	3	Paperboy	Encore
4	2	Double Dragon	Mastertronic
5	4	CJ's Elephant Antics	Code Masters
6	-	Scooby and Scrappy Doo	Hi-Tec
7	-	Multimixx 1 Golf	Kixx
8	9	Out Run	Kixx
9	-	Quattro Racers	Code Masters
10	-	Kick Off	Anco
11	-	Euro Boss	E&J
12	-	Spitting Image	Hit Squad
13	7	Afterburner	Hit Squad
14	6	Quattro Adventure	Code Masters
15	-	Licence to Kill	Hit Squad
16	-	Fantasy World Dizzy	Code Masters
17	-	Big Foot	Code Masters
18	-	D T's Olympic Challenge	Hit Squad
19	13	Cavemania	Atlantis
20	15	Kwik Snax	Code Masters

The full-price title, once an endangered species, is now officially extinct, according to the chart gurus at Gallup. Budget gear rules the roost, and hardly any of it is any good! Oh well...

CVG TIP FOR THE TOP

Budget gear will rule the roost for certain, and we reckon that Magic Land Dizzy will probably be there again next month. Whether there'll be any full-price games is anyone's guess.

PC ENGINE

1	1	Parasol Stars	Taito
2	-	Legend of Hero Tonma	Irem
3	3	Jackie Chan	Hudson
4	2	Dead Moon	NEC
5	8	Final Match Tennis	Human
6	-	Adventure Island	NEC
7	-	Championship Wrestling	NEC
8	-	Motoroader 2	Masiya
9	7	Aldynes	Hudson
10	-	Hellfire (CD-ROM)	Toaplan

The PC Engine chart looks pretty tedious this month, we're afraid. Taito's Parasol Stars holds on to the top slot again with Jackie Chan, Hellfire and Final Match Tennis looking good in the quality stakes. Thanks, as ever, to Console Concepts of Stoke (0782 712759) for the chart.

▲ *Double Dragon's still propping up the CPC chart!*

AMSTRAD

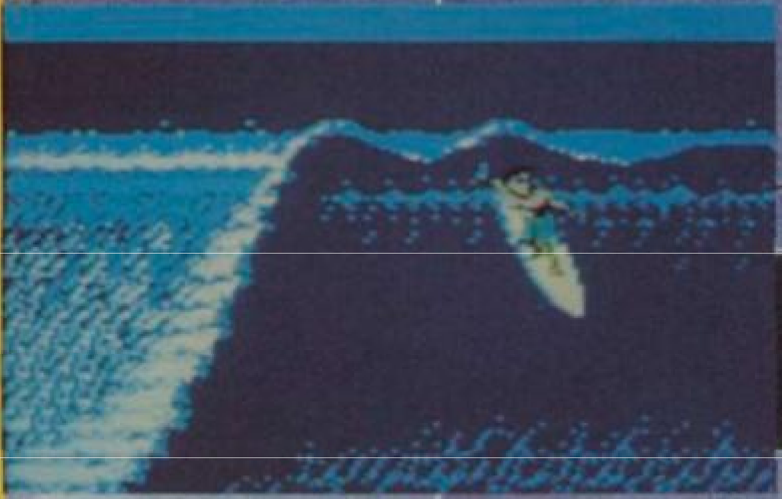
1	1	Magic Land Dizzy	Code Masters
2	-	Dragon Ninja	Hit Squad
3	2	Double Dragon	Mastertronic
4	4	Cavemania	Atlantis
5	-	Scooby and Scrappy Doo	Hi-Tec
6	-	Quattro Racer	Code Masters
7	-	Kick Off	Anco
8	-	Multimixx 1 Golf	Kixx
9	-	Spitting Image	Hit Squad
10	-	Quattro Firepower	Code Masters
11	-	Gary Lineker's Hot Shots	Kixx
12	7	Continental Circus	Mastertronic
13	14	Operation Wolf	Hit Squad
14	5	Afterburner	Hit Squad
15	-	Arkanoid: Revenge of Doh	Hit Squad
16	9	Quattro Adventure	Code Masters
17	10	Dizzy Collection	Code Masters
18	6	Teenage Mutant Hero Turtles	Imageworks
19	-	Cricket Master	E&J
20	-	Forgotten Worlds	Kixx

One full price title remains in the Amstrad chart this month: the stalwart Teenage Mutant Hero Turtles. Other than that, it's a mixture of fair and foul budget gear composing the chart this month.

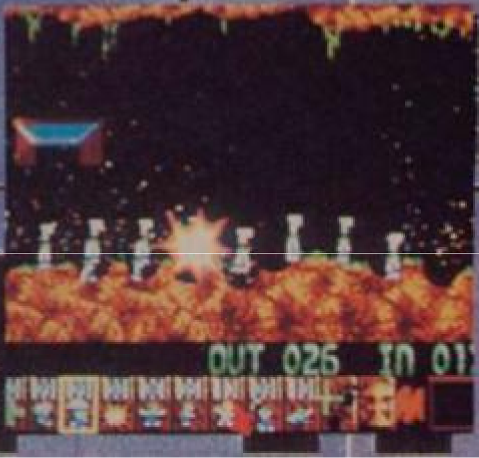
CVG TIP FOR THE TOP

Any one of a million budget games could seize the top slot by next month, though we reckon that Magic Land Dizzy has a bit more life in it yet.

▲ *Jackie Chan is static at number three.*



▲ *California Games is doing well on re-release.*



These cute, ▶ suicidal Lemmings shoot to number one!

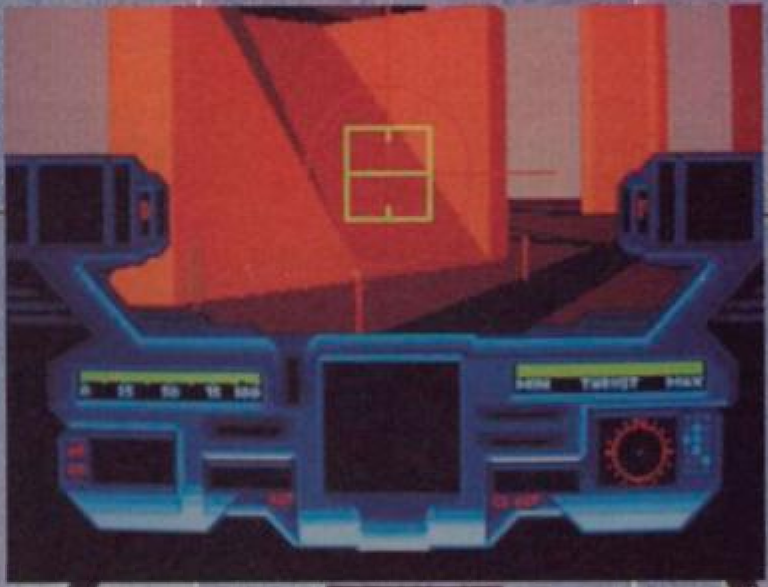
ATARI ST

1	-	Lemmings	Psygnosis
2	12	Steve Davis World Snooker	CDS
3	-	California Games	Kixx
4	6	Fantasy World Dizzy	Code Masters
5	1	Final Whistle	Anco
6	-	Killing Cloud	Imageworks
7	-	Operation Wolf	Hit Squad
8	-	Kick Off + Extra Time	Anco
9	-	Ninja Rabbits	Micro Value
10	-	Sherman M4	D I
11	3	Little Puff	Code Masters
12	-	Super Cars 2	Gremlin
13	-	Speedball	Mirror Image
14	-	Chuck Rock	Core Design
15	-	Teenage Mutant Hero Turtles	Imageworks
16	-	Mega Traveller	Empire
17	5	Speedball 2	Imageworks
18	-	Defender of the Crown	Mirror Image
19	-	Continental Circus	Mastertronic
20	-	Gary Lineker's Hot Shots	Kixx

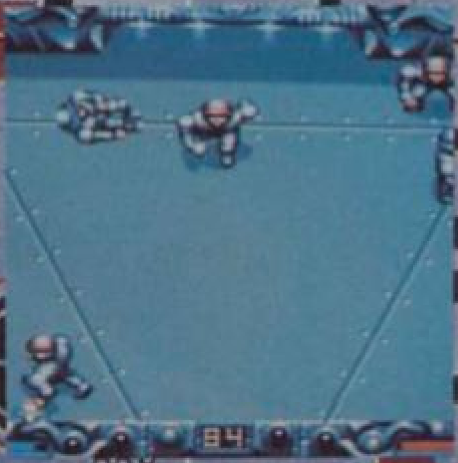
A smattering of full-price games hits the ST chart this month, with Lemmings taking pole position. Plenty of high-quality budget gear in there too, courtesy of Mirror Image.

CVG TIP FOR THE TOP

Still no sign of the Bitmap Brothers' HIT! Gods, so expect to see that hit the chart in a big way this time next month!



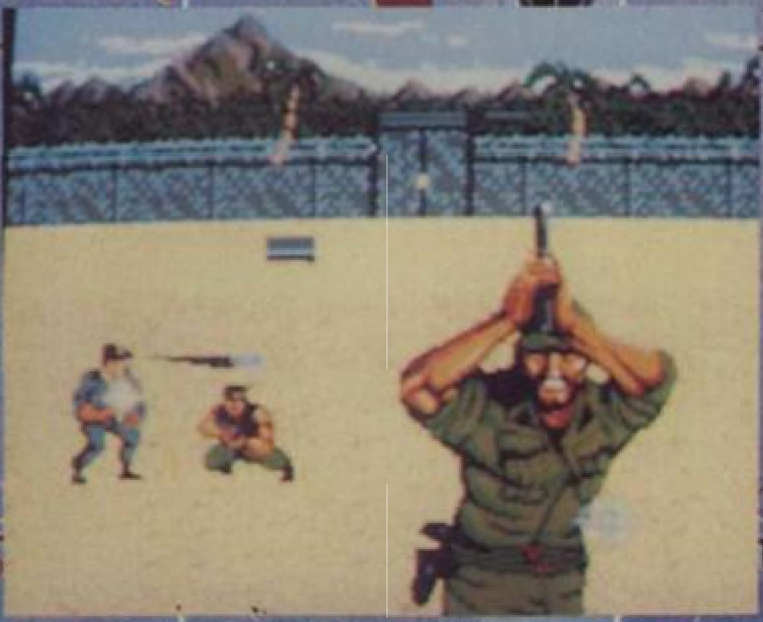
▲ *The Killing Cloud arrives straight in at number six!*



◀ *Speedball 2 falls to number seventeen!*

CONTINENTAL
CIRCUS

▲ *Continental Circus creeps back in to number nineteen!*



▲ *Op Wolf's doing well for the Hit Squad.*

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AMIGA BYTESIZE

TETRIS

INFOGRAMES £19.99

Is there anybody out there who still hasn't played Tetris? Just in case, Infogrames have rewritten the classic puzzler for the Amiga with tons of extra options and pretty graphics thrown in. The game is good to look at and plays faithfully, but the keyboard-only control method is a real downer for joystick-waggling puzzle freaks. Save your sheckles and invest in a Gameboy with its fabbo free Tetris cart instead.

OVERALL 76%

DAS BOOT

MINDSCAPE £24.99

This faithful recreation of the classic World War II U-Boat confrontations will be quite a find for sim fans. The game is very deep (sorry!), quite an effort to get into and features so-so solid 3D graphics. What Das Boot does capture is the tense, claustrophic atmosphere of submarine warfare. You can almost smell the fear. Worth a look, but only if you've the time to get the most out.

OVERALL 82%

FORGOTTEN WORLDS

KIXX £7.99

A fabulous conversion of a brilliant coin-op, this is the bargain basement shoot-em-up fan's dream come true! Take on the evil Emperor Bios after battling through wave after wave of fascinating aliens using a multitude of weapons and special bonuses. An absolute steal at the giveaway price, rush forth and grab this slice of arcade mayhem right away!

OVERALL 96%

SWITCHBLADE

KIXX £7.99

The Gremlin classic gets a new lease of life on budget and is a wise buy for platform action fans. Join Hiro of the Bladenights on his quest to recover the 16 fragments of the shattered Fireblade. With tons of screens, loads of features and some pretty deep gameplay, this is well worth the asking price - even if it has been left standing by the sequel.

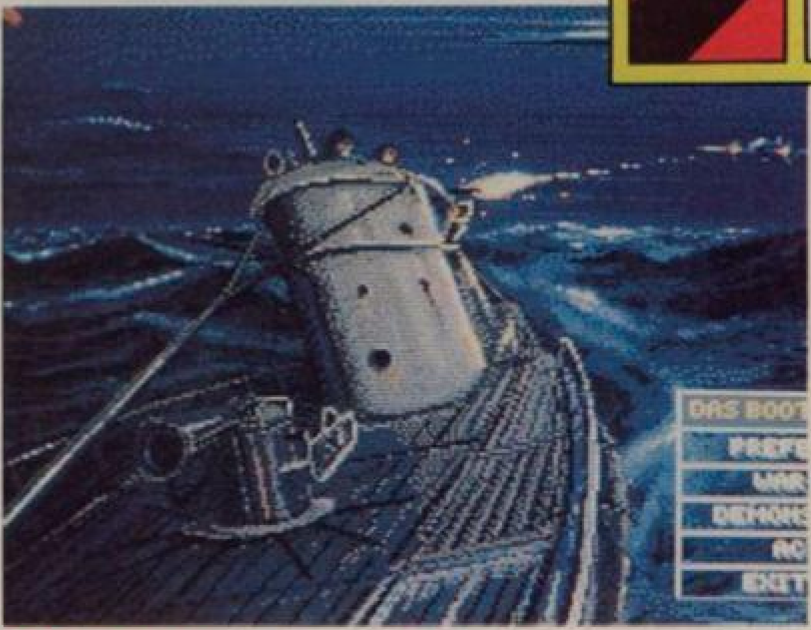
OVERALL 83%

APB

DOMARK/TENGEN £7.99

Cops 'n' robbers without all the aggro, APB puts you behind the wheel of a downtown patrol car keeping the streets clean while earning enough dough for those doughnuts. Another competent Tengen conversion, APB features overhead thrills and spills with a few cartoon sequences thrown in to keep you smiling. On budget, you can do a lot worse than buy this.

OVERALL 78%

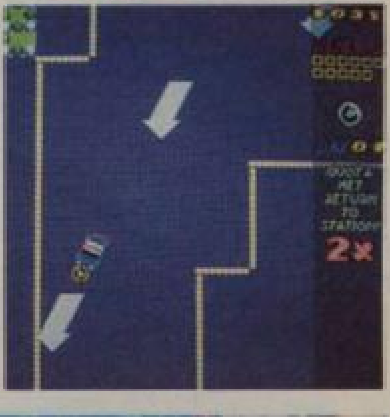


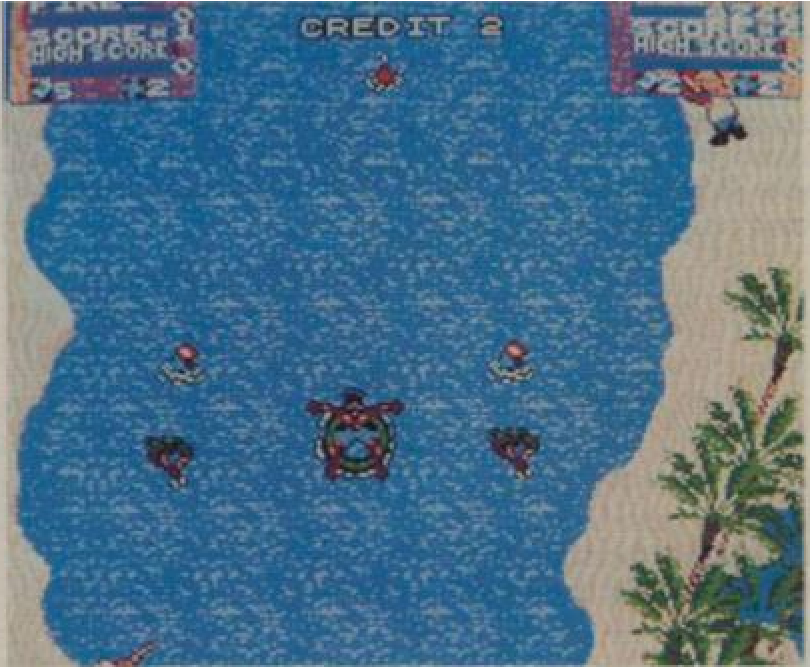
TOOBIN'

DOMARK/TENGEN £7.99

Join tube dudes Biff and Jet as they cruise downriver and get their trunks into a twist with all kinds of trouble! Re-released under the Respray label, this is a competent conversion of a cult arcade game which did well in its day. Toobin' is enjoyable and challenging, with plenty of laffs and more than a few surprises, but falls down on long-term appeal. Still, definitely worth a look at this price.

OVERALL 82%





By the time you get your mits on this issue, Centurion: Defender of Rome should be roamin' around on an Amiga near you, price 25.99. Control the legions of the Empire and attempt to make everyone else in Europe wear silly sandals and lie down for tea...

...That friendly out-of-town visitor Predator 2 should be stomping his way into your local softshop at 24.99 as you read this. Based around the so-so movie, he's back in town with a few days to kill in this pseudo-3D offering from Image Works...

...TV addicts are in for a treat with the latest from Rainbow Arts - Mad TV (Money, Love and Viewing Figures). The game promises plenty of fun as you take the helm of a TV company and bid to boost those ratings. At 24.99, this may be one to watch out for...

BYTESIZE AMSTRAD

Amstrad owners are once again subjected to more budget re-releases, this time in the guise of Spitting Image, Gryzor and plenty more besides. Richard Leadbetter has a look at the new gear.

PRINCE OF PERSIA

DOMARK £10.99

This platform game scored highly on 16-bits because of the amazing animation on the main sprites and the great mixture of lethal traps and puzzling. Let's put it this way, we're absolutely amazed by the quality of the Amstrad conversion. The animation is as showstopping as ever, the gameplay's great and there's loads to keep you occupied. Probably the best Amstrad game released so far this year!

OVERALL 94%

SPITTING IMAGE

HIT SQUAD £2.99

If you're a fan of the dazzlingly humorous TV show, the game of the same name will be a disappointment. Spitting Image ranks as one of the worst beat 'em ups yet seen on an Amstrad screen with dire graphics, sound and completely non-existent gameplay. Give it a miss.

OVERALL 31%

SKULL AND CROSSBONES

DOMARK £10.99

We've seen the game on other formats and we were exceptionally underwhelmed. Now the Amstrad version has arrived and it's just as hopelessly average as the other formats. Based on the flop coin-op, it's your job to amass treasure and beat up some nasty pirates. The coin-op was severely lacking in the gameplay stakes and in that respect, the Amstrad is a perfect copy.

OVERALL 57%

WINNING TEAM

DOMARK £14.99

A compilation featuring Klax, APB, Escape from the Planet of the Robot Monsters, Cyberball and Vindicators (phew!). For the price, this is great value and most of the games (Robot Monsters and Klax especially) are good fun. If you've missed out on Domark's Tengen numbers, then get a load of this.

OVERALL 85%

TV SHOWTIME

DOMARK £14.99

If you find the likes of Bullseye, The Krypton Factor, Bob's Full House, Every Second Counts, and Blockbusters entertaining, you'll have great fun with this compilation of television conversions. For "family fun" you can't go wrong, but solo players would be better off with Winning Team.

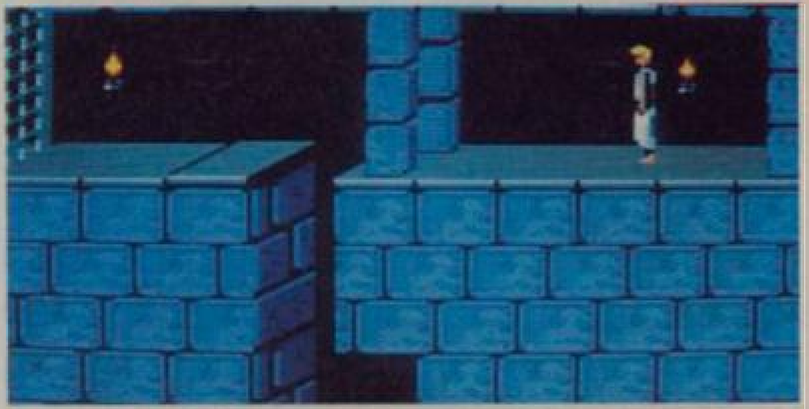
OVERALL 69%

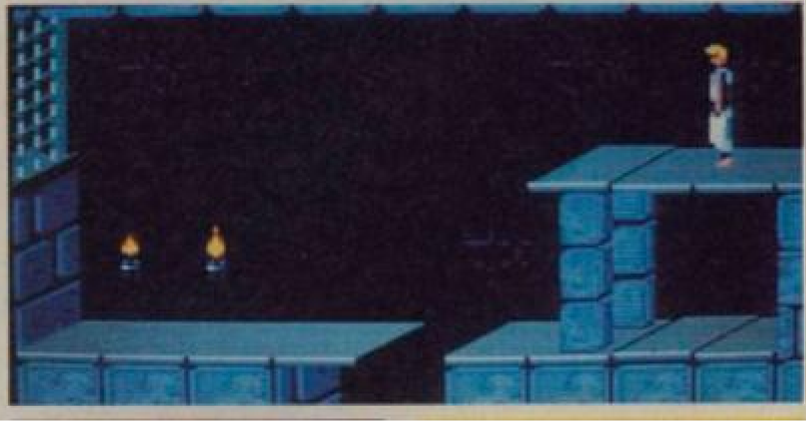
TOYOTA GT RALLY

GREMLIN £10.99

The 16-bit versions of this rally game fared pretty well when they were released around Christmas-time, and now Gremlin have seen fit to release this Amstrad version of the game. Whilst it's quite close to the 16-bit original, it's a tad unconvincing and jerky for my liking. Rally fans'll lap it up, but others may find the likes of Chase HQ or WEC Le Mans a more satisfying race game.

OVERALL 72%





SPITTING IMAGE

SPITTING IMAGE
RONNIE'S

...NEWS FLASH...

...Further Hit Squad loveliness out at this very moment includes Dragon Ninja (also known as Bad Dudes vs Dragon Ninja), Licence to Kill and SDI. The first couple of titles are worth a look, but SDI is very monotonous indeed...

...The Amstrad GX4000 console hasn't exactly sold very well (Understatement of the Year), and the flow of new games seems to have dwindled away to nothingness - almost. The excellent Pang is now ready for release courtesy of Ocean. Also if you fancy buying a GX4000, check out Dixons, where you can pick up one of those spaceship-like devices for a tiny £29.99!...

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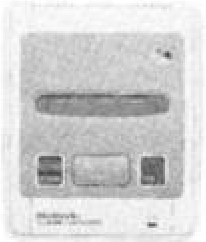

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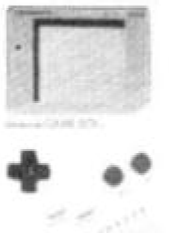

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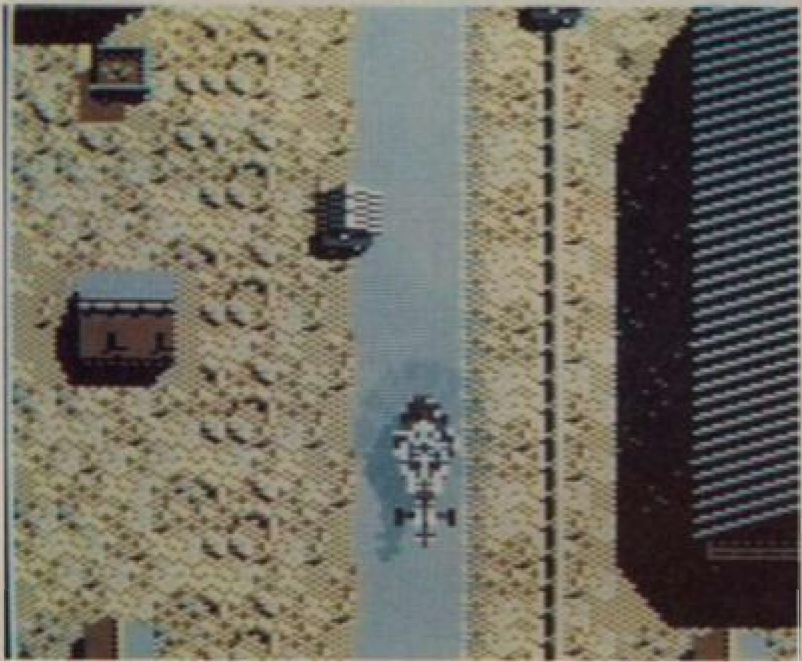
Hardened ninjas, James Bond, global warfare and Jocky Wilson make it into the C64 Bytesize column this month. Sounds exciting? Richard Leadbetter speaks The Truth...

JOCKY WILSON'S COMPENDIUM DARTS

ZEPPELIN £2.99

Six different games of Darts are included in this Zeppelin package. Seasoned darts players will recognise the likes of Shanghai, Football, Dart Bowls, Ten Dart Century or Scram. That's on top of yer average 501 Championships Darts as well! The action in each of the games is pretty simple, and quite easy to master. The real game is still much more enjoyable, but there's no denying this is quite a distracting game.

OVERALL 72%



LICENCE TO KILL

HIT SQUAD £2.99

Domark have released five Bond games so far, and Licence to Kill turns out to be one of their more successful efforts. Several vertically scrolling levels, based on scenes from the movie, are there to be conquered with Bond carrying out his espionage antics in the likes of speedboats, helicopters, and tanker trucks. Nice graphics and playability make Licence to Kill three quid well spent.

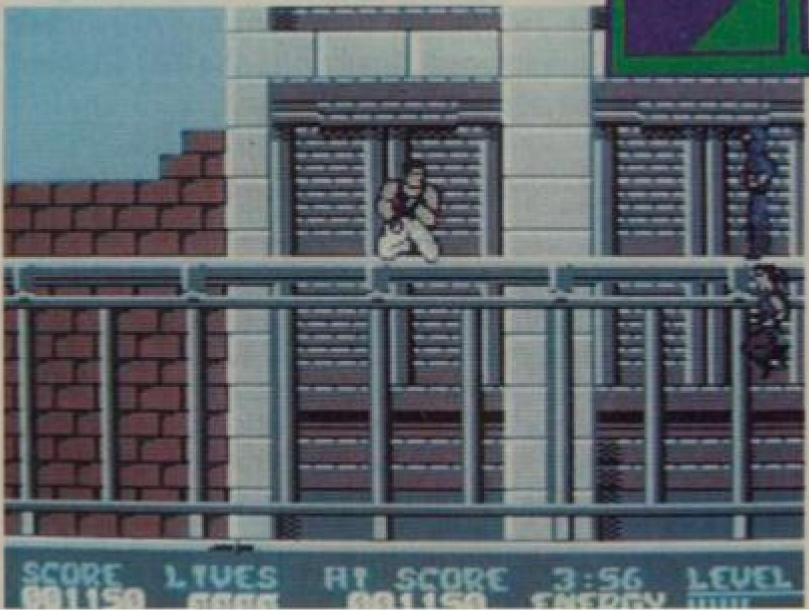
OVERALL 82%

SPITTING IMAGE

HIT SQUAD £2.99

The game of the rubberised satire show turns out to be an incredibly awful beat 'em up with you adopting the persona of a world leader and then mercilessly thrashing all the others into oblivion. Graphics, sound and gameplay are duff on all counts. What can I say except, "Don't buy this!".

OVERALL 31%



DRAGON NINJA

HIT SQUAD £2.99

Otherwise known as Bad Dudes, Dragon Ninja is the standard beat 'em up fare. Just traverse the scrolling landscapes dishing out ninja violence to hundreds of hapless sprites. Double Dragon on the C64 turned out to be a screaming travesty, so if you're a beat 'em up fan on the lookout for a decent beat 'em, have a look at this.

OVERALL 86%

SDI

HIT SQUAD £2.99

A conversion of the mediocre Sega coin-op. Planetary defence is the name of the game as you fire your laser satellite at the marauding nuclear warheads. SDI is a simple game that was average on all counts when it was first released for £9.99. There are much better budget arcade conversions available for the C64, so keep well away from this effort.

OVERALL 54%

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...NEWS FLASH...

...Coming soon from Audiogenic: Exile. Having sold loads of copies on the BBC (of all formats), this promises puzzling, blasting and Thrust-type excitement. We've seen a near-complete C64 version, and it looks quite impressive. Look out for the full review soon...

...Gremlin Graphics are currently beavering away on a C64 version of their excellent Heroquest. We've seen Spectrum and Amiga versions of the game (in fact, check out the review on page 48) and it looks like capturing the atmosphere of the board game perfectly. One to look out for, we think...

BYTESIZE

Cadaver gets a levels disk, Robotron gets the Jeff Minter treatment and Guybrush Threepwood finally hits the ST! Richard Leadbetter takes a trip through ST Land.

CADAVER: THE PAY-OFF

RENEGADE **£14.99**

Cadaver scored a mighty 95% when it was reviewed in last October's CVG. Now, the Bitmap Brothers have released the Pay-Off levels disk. The graphics style remains the same, but the maps have been completely re-designed and new puzzles prepared. The puzzles themselves are logical and solving them all is quite entertaining, especially as the game has such a realistic environment. If you completed Cadaver, this provides even more challenge and satisfaction, so give it a go.

OVERALL **87%**

LLAMATRON

LLAMASOFT **£2.50**

Jeff Minter unleashes his own bizarre sense of humour on the ST world again, this time in a llama version of Williams' classic Robotron coin-op. This is a Public Domain game (so you can copy it and pass it amongst your friends), and since it's only £2.50, you really are getting a bargain. The gameplay (though slightly repetitive) is very entertaining, and though the graphics are rubbish, the sound is excellent with many rib-tickling samples are used throughout. One of the best things Minter's done in ages.

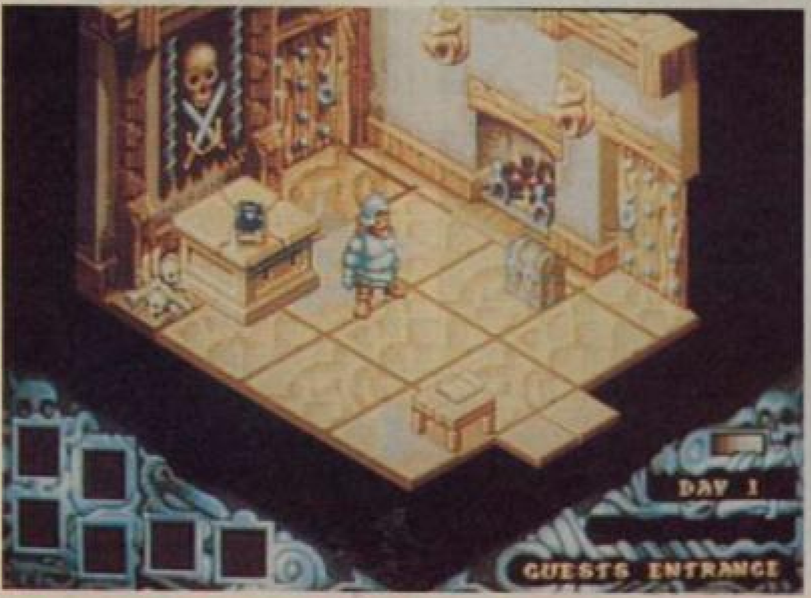
OVERALL **90%**

THE SECRET OF MONKEY ISLAND

LUCASFILM **£29.99**

This Lucasfilm graphic adventure had Paul up all hours trying to complete it (and he finally did), and now an identical experience is available to all ST users! Hurrah! This adventure has a simple control method, excellent graphics, gripping plot and a laugh-a-minute sense of humour. The only slight niggle is the fact that there's quite a bit of disk-swapping involved if you've only got a single drive 520 ST. But you'll have so much fun playing it, who cares?

OVERALL **94%**



CALIFORNIA GAMES

KIXX **£7.99**

Save on the airfare to California by taking part in the ST California Games, featuring events such as the Half Pipe, Surfing, Roller Skating, Foot Bag, BMX racing and the Flying Disk. Although the events are quite entertaining, it isn't quite as enjoyable an experience as the C64 disk version. Still, for eight quid, six events isn't bad value for money.

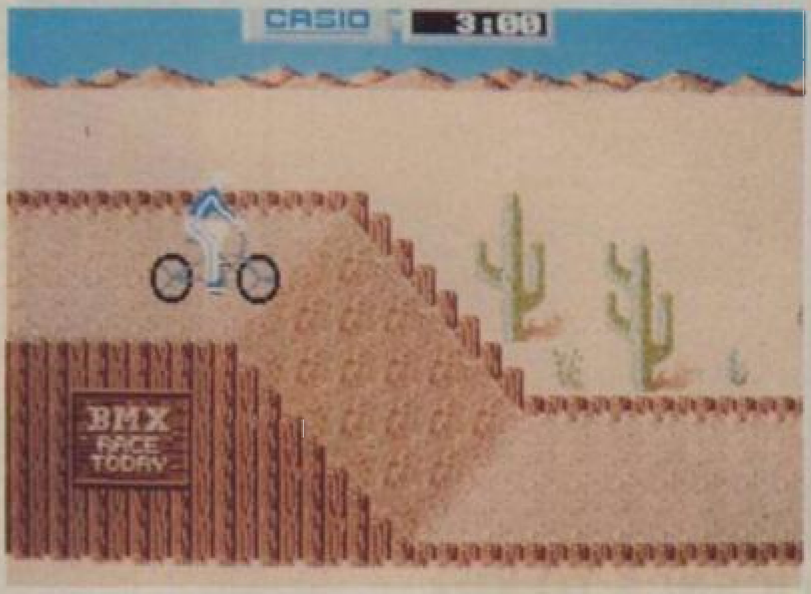
OVERALL **80%**

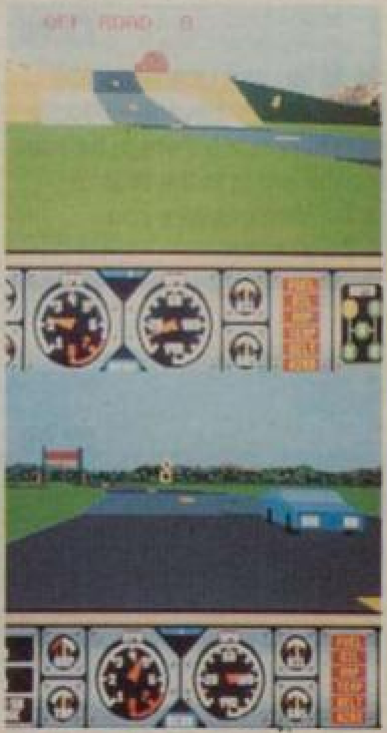
HARD DRIVIN'

RESPRAY **£7.99**

Take your high-speed revmobile around two tracks in this close conversion of the Atari coin-op. The graphics aren't bad at all, but the gameplay is really repetitive after about ten minutes play. The simple fact is that two tracks just isn't enough for home product. If the coin-op was your bag, I'd recommend you save up for Hard Drivin' 2: Drive Harder. Its track designer and extra circuits make all the difference.

OVERALL **69%**





...NEWS FLASH...

...Magic Pockets is coming soon from the legendary Bitmap Brothers. The game features the antics of the Bitmap Kid, whose pockets have extraordinary dimension-warping qualities, which generally means he can pull out all sorts of weird wonderful items. Renegade (the game's publishers backed by Rhythm King records) have even supplied a Betty Boo soundtrack to back the proceedings! From what we've seen, this could be something really special...

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CONSOLES

SPECTRUM BYTESIZE

Speccy owners once again get a whole load of budget re-releases doled out in their direction. There's the usual mix of beat 'em up and blasting action, and even James Bond too! Richard Leadbetter heads off to Spectrumsville.

JOCKY WILSON'S COMPENDIUM DARTS

ZEPPELIN **£2.99**

Six different types of pulse-racing Darts action can be yours with the aid of this Zeppelin release. As well as the bog standard 501 Championship Darts, there's Shanghai, Football (?), Dart Bowls, Ten Dart Century or Scram. Though the gameplay is pretty simplistic, and the duel against Jocky himself is a tad disappointing, this darts game isn't bad.

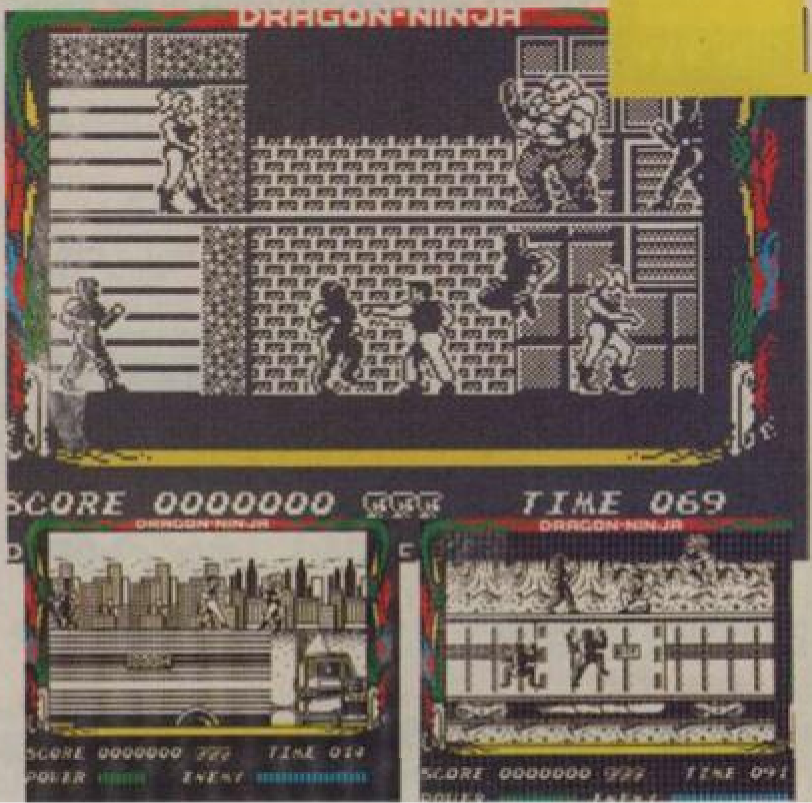
OVERALL 71%

DRAGON NINJA

HIT SQUAD **£2.99**

Dragon Ninja is yet another opportunity to roam baddie-infested streets, beating up all and sundry with your hands, fists or any other lethal weapons you come across. Dragon Ninja is a definite improvement over the lacking Double Dragon, and isn't a bad purchase for Speccy beat 'em up addicts.

OVERALL 73%

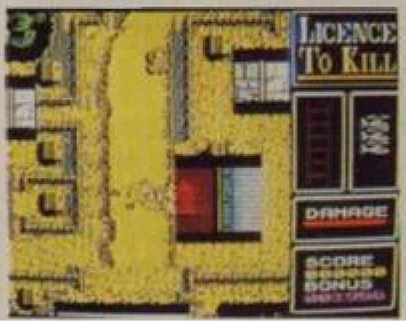


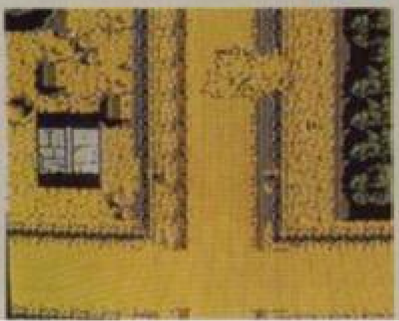
LICENCE TO KILL

HIT SQUAD **£2.99**

One of the better 007 Domark excursions, Licence to Kill offers would-be members of the Secret Service the chance to take out a drug baron across several levels of vertically scrolling annihilation. Licence to Kill is quite an addictive little number, but the monochromatic graphics cause the baddies' bullets to become almost invisible on some levels. If you're a Bond fan, you'll doubtlessly love this. Others may be put off by the frustrating gameplay.

OVERALL 73%





SDI

HIT SQUAD **£2.99**

The end of the world is nigh! Well, it is unless you and your laser-armed SDI satellite can annihilate all of the enemy missiles streaking towards friendly territory. SDI is a conversion of a startlingly boring Sega coin-op, and this game simply fails to strike home in the entertainment stakes. I can't really recommend this much at all I'm afraid.

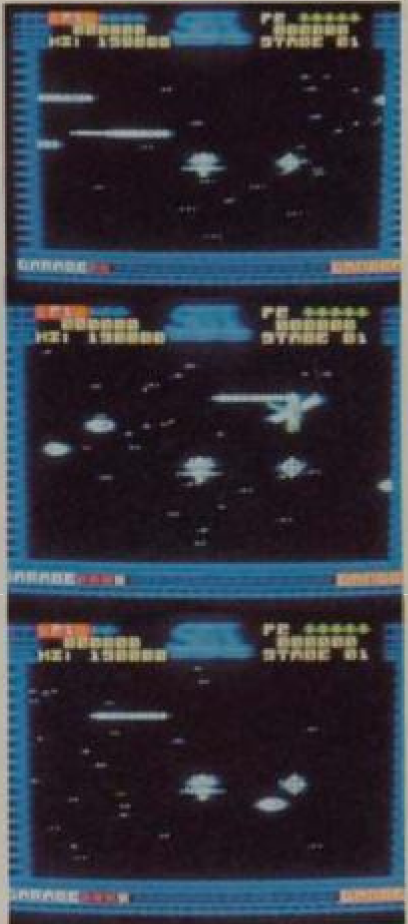
OVERALL 59%

SKULL AND CROSSBONES

DOMARK **£10.99**

Ha-harrrr me laddie! Shiver me timbers, etc etc. If you didn't get the idea from that unoriginal and lacking intro, Skull and Crossbones is a scrolling beat 'em up based around pirates. The coin-op, like this conversion, borders on the average, so if I was you, I'd save the eleven quid for something better. Let's hope that future conversions are far superior.

OVERALL 57%



NEWS-FLASH

...Coming soon to a Spectrum near you, courtesy of Domark: Hydra. If you didn't know this is a 3D aquatic blast in the Roadblasters mould. In fact, check out the 16-bit review on page 44, and the update in the next issue of CVG...

...Nearer Christmas time, look out for Domark's conversion of Atari's Pit-Fighter coin-op. This one-on-one beat 'em up featured superb digitised graphics and sound, and rumour has it that conversion house Teque have even managed to get in the screen zoom-in, which it's said even the programmers of the Megadrive version couldn't include...

BYTESIZE GAME BOY

Yet more cart-based frivolity of the hand-held variety this month, with the advent of one of the best Gameboy carts ever to hit the streets! Interested? Richard Leadbetter tells all...

CHESSMASTER

NINTENDO **£19.99**

The first chess game on the Gameboy turns out to be one of the best in existence! With computer opponents ranging from mega-thick to Einstein level, there's plenty of lasting appeal. The graphics work exceedingly well and there's even sampled speech! There are billions of options too, including a battery back-up option to save off your game. If you've got even the slightest interest in chess, Chessmaster is the one for you.

OVERALL 96%

BOMBER BOY

HUDSON SOFT **£19.99**

The HIT!-rated PC Engine Bomber Man hits the Gameboy - and there's even a new game (the eponymous Bomber Boy) thrown in for good measure. The action is pretty straightforward. Just run around a maze, blowing up creatures with the aid of your bombs and the various power-ups available. Bomber Boy is a very addictive little number and good value for money, so what are you waiting for?

OVERALL 82%

GREMLINS 2

SUNSOFT **£19.99**

Gizmo's back - and this time he's taking no crap. His general aim in this conversion of the movie is to roam the eight-way scrolling platform area picking up extra weapons and blatting those evil little Gremlins (and the evil big ones at the end of each level). Gremlins 2 is a tough game all right, with very challenging gameplay and very difficult bosses. The graphics and sound are great, but with the amount of platform games available, it's very unoriginal.

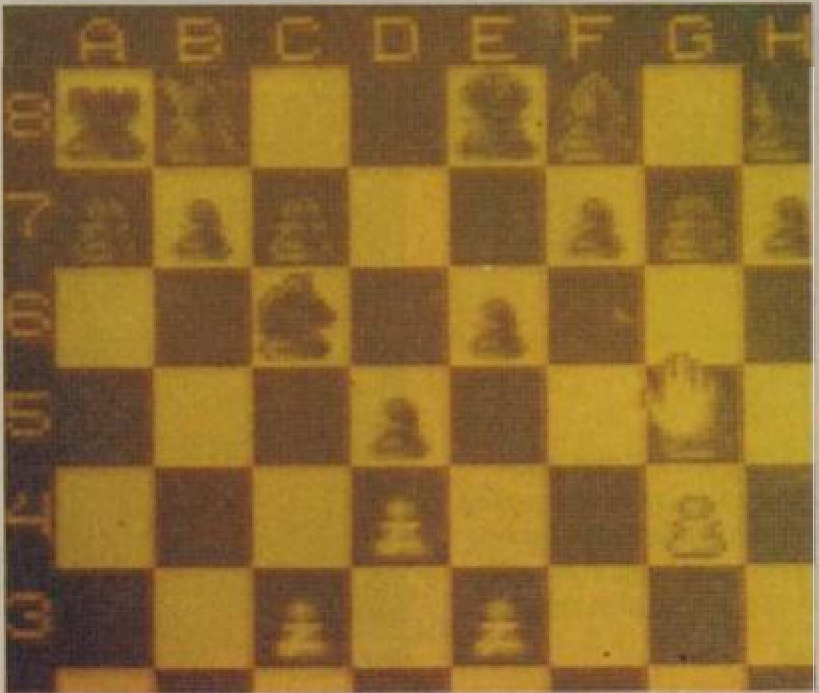
OVERALL 80%

MICKEY MOUSE 2

NINTENDO **£19.99**

Yet more platform malarkey on offer here in this Gameboy licence of everyone's favourite Disney rodent. The action is pretty limited. Just guide Mickey around the platform area opening doors and collecting keys. The graphics are fine, but unfortunately the scrolling is mega-jerky and the gameplay itself can hardly be described as addictive or compelling. Put simply, Mickey Mouse 2 is a pretty lacking effort. Leave well alone.

OVERALL 51%

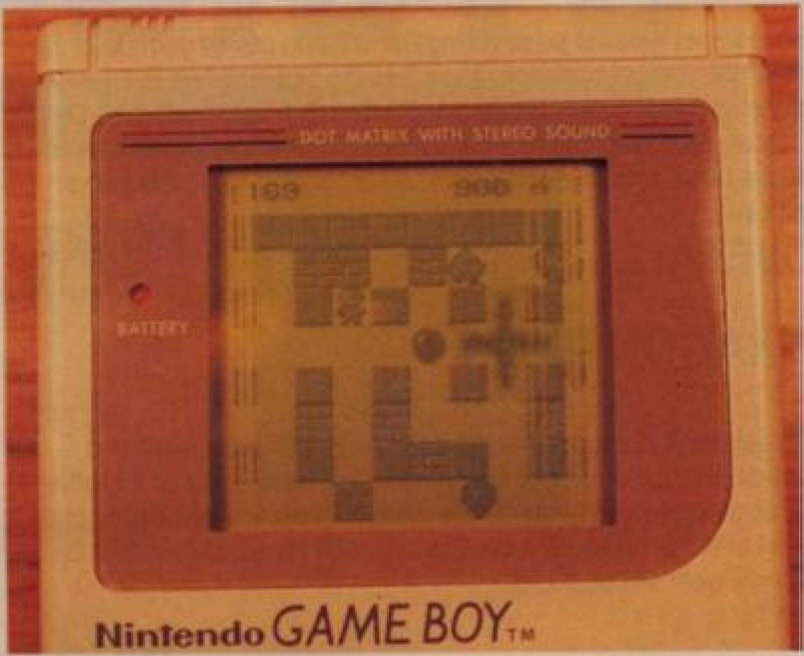


FASTEST LAP

NINTENDO **£19.99**

It's time to dart around an overhead eight-way scrolling course, overtaking other cars with the express purpose of winning the race. Fastest Lap has got some excellent static graphics, but the in-race visuals are rather lacking. Come to think of it, that last comment applies to the race action as well. If it's high-speed thrills 'n' spills you're after, check out the likes of F1-Race before setting eyes on this lacklustre effort.

OVERALL 62%



STAGE SELECT

...NEWS FLASH...

...Available in all Gameboy stockists now (try out Boots first) - the all-new Gameboy carry case! Cast in robust, rugged plastic it protects your Gameboy, leads and six game paks from the rigours of the outside world. Retailing at £9.99, it's a tad on the pricey side for a bit of moulded plastic, and some nice, soft material inside would've helped cushion the Gameboy when it gets buffeted about...

...News reaches us from Japan of a special NES Gameboy converter cart! The device itself is shaped like any other Nintendo cart, apart from the fact that there's a small slot in it that takes your Gameboy cart. The Nintendo then plays the game as normal, only this time the action's displayed in black and white on your TV screen! Good, huh?

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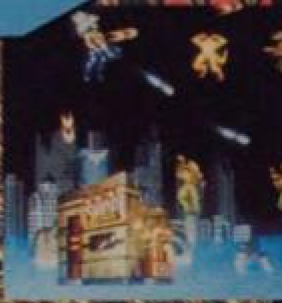
BY SEGA

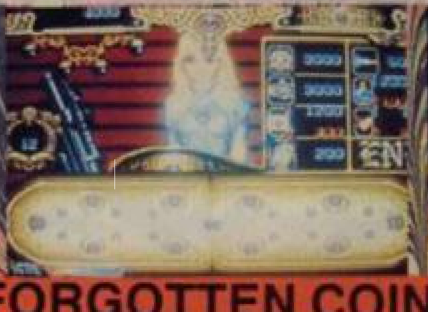
The evil god of destruction, Bios, has risen from the flaming fields of Hell and is bent on wreaking havoc to our fair and pleasant galaxy! Only one man is capable of massing enough firepower to do away with the evil Bios, and that guy is Guy (if you get my meaning). He enjoys blowing things up (well, it's a hobby) and sees Bios' intrusion into our dimension as a good excuse to kick some demonic ass.

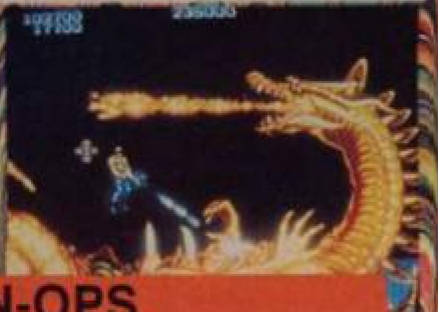
So, pausing only to pick up his anti-gravity belt buckle and massive double-barreled laser shotgun, Guy flies out into the unknown ready to do battle with Bios. The only problem is that as Guy scrolls horizontally through each level, Bios' satanic minions arrive, ready to give Guy a laser blast that'll send him to oblivion!

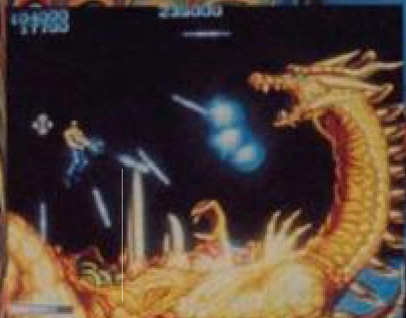
Thankfully, Guy's made of pretty stern stuff and can withstand plenty of hits before he meets his maker! The only problem is that at the end of each level, Bios has deposited a massive trainee god, and Guy's laser skills are tested to their limits in order to bring these oversized minions to photon justice!



◄ It's all go for our heroes as they take on all manner of nasties. Lucky they've got a handy corner shop and a few quid to spend, eh?







FORGOTTEN COIN-OPS

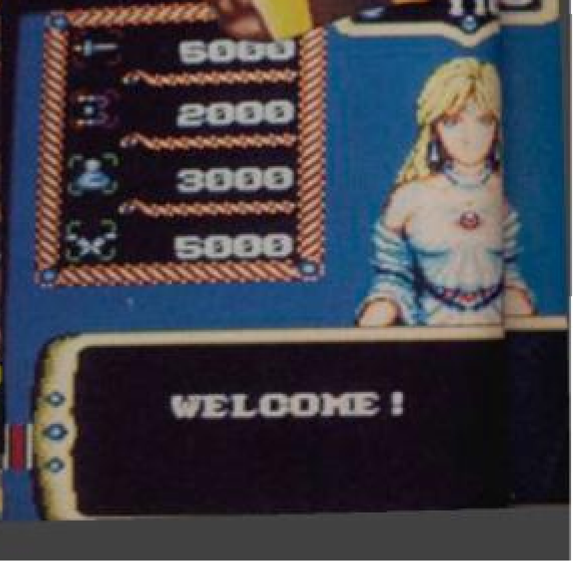
Forgotten Worlds is something of a landmark in Capcom history. It was the first coin-op to use their CPS arcade system, and all of their subsequent coin-ops (UN Squadron, Strider, Street Fighter 2, Final Fight et al) are based around this powerful design. But did you know that Forgotten Worlds is actually called Lost Worlds in Japanese arcades (now, not a lot of people know that). The coin-op is different from this conversion in that it boasted simultaneous two-player action and different routes through each level (some routes were either more dangerous or provided more money to pick up in the form of vanquished monsters).

In my view, there aren't really that many Master System shoot 'em ups that hit the mark, and Forgotten Worlds doesn't do much to redress the balance. The scrolling's fine and the graphics are quite close to the coin-op's (apart from the slightly dinky sprites), and the gameplay is quite entertaining with lots of explosive action and some good power-ups. Unfortunately, there is something seriously wrong with the sound. The coin-op's tunes were pretty naff to begin with, but these Sega renditions are just completely dire with some very bizarre booming "bass lines" (I use the term very loosely) and irritating tinkling noises. If you can put up with this just for one minute, you're seriously deranged. Turn the volume down and Forgotten Worlds boils down to being a pretty average blast. But worry not Sega blasting fans, I've seen a preview of Mirrorsoft's Xenon 2 and that looks rather special indeed...

RICHARD LEADBETTER

HIGH CALIBRE SHOPPING

In amongst the blasted entrails of vanquished meanies, Guy collects money. The local currency in this and other Capcom games is Zenny, and at the shop located at the middle of each level, this can traded in for better weapons. Also, medikits can be bought to heal those wounds and resurrection potions are also a must should Guy bite the dust.



GOTTEN
RLDS

FLASK
This potion of resurrection grants you an extra life, at the cost of 3000 zennies.

LASERS

There are three types of laser, ranging from wimpy shooters to spiffy weaving blaster.

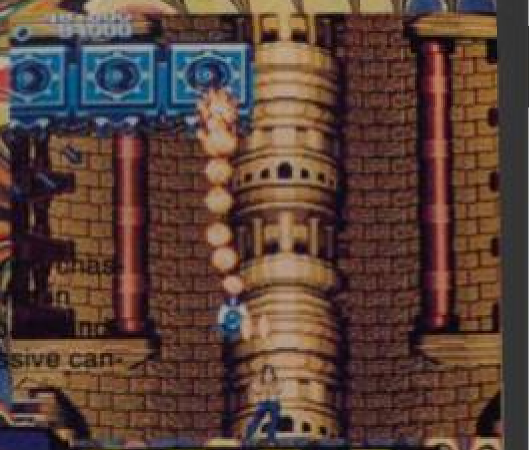
ROCKET

Well worth the 5000 zennie asking price, heat seeking missiles are a bit of a bargain - and great fun to boot!

◀ Here are a few tasty goodies ...

UPDATE

Forgotten Worlds has been out on all the computers for a year or two (conversions were by US Gold), and a Megadrive version has been officially available since before Christmas.

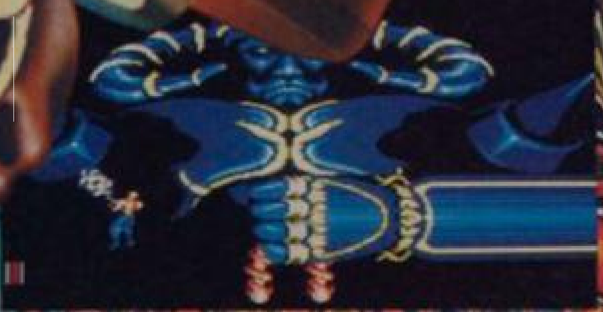


SATELLITE ANNIHILATION

At the shop, Guy can increase his blasting prowess by purchasing a satellite. These seemingly innocuous devices contain many different forms including ground annihilating napalm and auto-tracking missiles! This is all in addition to the massive cannon that the hunky hero carts around on his mission.

There's no doubting that the Sega is short of good shoot 'em ups and while Forgotten Worlds looks smart it's just not that much fun to play, so as Rich says, it doesn't really improve the situation. The coin-op was hardly a classic, and this version doesn't even have the major plus-point of the two player option. The sprites are really great, looking like smaller versions of the graphics in the Megadrive game, but unfortunately, they are the game's only asset worth mentioning. It's not that the game is bad as such, it just, well, doesn't pack much of a punch. If you liked the arcade game you'd more than likely get a few thrills out of this, but otherwise you'd probably be happier playing the Sega version of R-Type, which was much more impressive and enjoyable.

PAUL GLANCEY

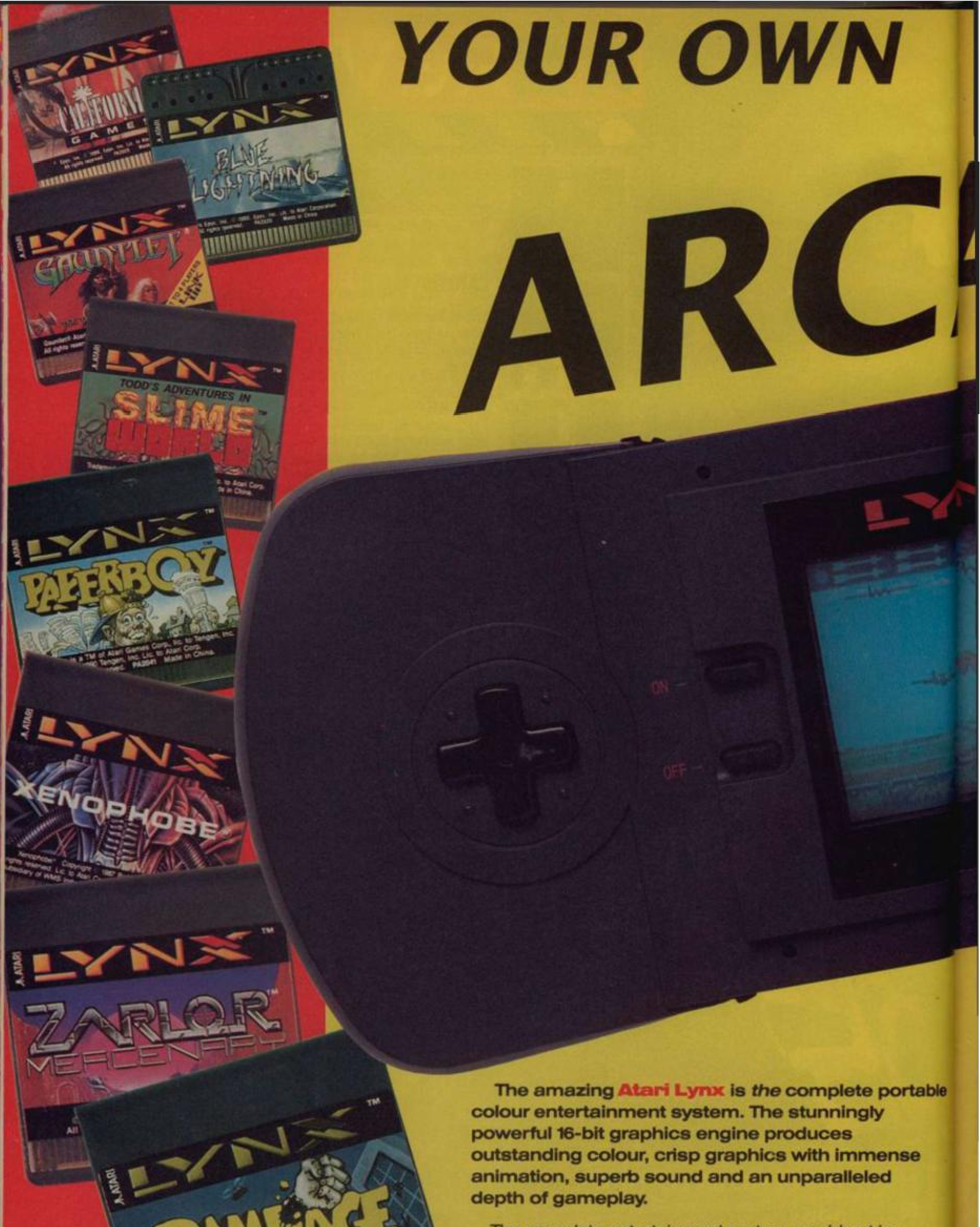


600
100
300
END

ROTATO-BLAST

In the arcades, Forgotten Worlds was distinctive because of the strange joystick controls. The stick could actually be twisted through 360 degrees thus enabling the main sprite to fire in one direction and move in another. Of course, the Sega hasn't got a rotating stick, so instead the A and B button are used to spin Guy either clockwise or anti-clockwise. A button to fire all of the weapons systems isn't required, because the game has an auto-fire built in!

GRAPHICS	88
SOUNDS	55
PLAYABILITY	80
LASTABILITY	70
OVERALL	75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ARC
LYNX
California Games
Blue Lightning
Gauntlet
Todd's Adventures in Slime World
Paperboy
Xenophobe
Zarlor Mercenary
Rampage
ON
OFF

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ADE!
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OPTION 1
RESTART
FLIP
OPTION 2
A
B
PAUSE
LYNX Electrocop
LYNX GATES OF ZENDOCON
LYNX CHIP'S CHALLENGE
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LYNX

YOBS MAILBAG

Yeehaa! The Mailbag was full to bursting this month, which cheered me up so much I had to go off and fight with the milkman to put myself in the right mood to deal with you lot. Now I've turned sour again and need a few good laffs to glower over. If you think you're up to the mark, drop me a line at I'M FUNNY I AM, YOB'S HILARIOUS MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. The best letter wins £100, but nobody scoops it this month because they're all crap...

IT AIN'T SHAKESPEARE, BUT...

Dear YOB,

I have written in to publicly mock and cast down Allan "I'm a pleb" Brownie's pathetic attempts at poetry. To make up for his generally crap rhymes I have written one of my own.

YOB, as he scours the mail,
Stops and then lets out a wail,
"If Brownie don't stop,
Sending me this trollop,
Then to the floor, his head I will nail."

Not bad eh?

P.S. I have an Amiga and a Gameboy and am proud of them both.

Mr Anonymous, Nowhere Land

YOB: There was a young lad from Nowhere
Whose poems were full of hot air
He tried to impress
But forgot his address
Now he looks a right prat, so there!

MORE GRIPES, GROAN!

Hi YOB,

I'm writing in to gripe about such no-hopers as Guy Simms (Muhmud Ahmud's "friend", ish 110) who's got some funny idea that the Megadrive has better graphics and sound than the Amiga. He's not completely wrong, but he sure as hell isn't right either. On the graphics side, the Amiga has a palette of 4096 colours (in low-res mode and the A2000/A3000 can produce 16 million colours with special chip). The Megadrive's palette is somewhere between 512 and 1024, nowhere near the Amiga's. On the other hand the Megadrive manages 12 channel stereo sound compared with the Amiga's 4, even though Amiga sound has better performance.

Enough of that, though. The only reason that the Megadrive has better games is because it is a console and designed specifically for games, not because it has better capabilities. I think Amiga programmers around the globe should pick up their act and start producing brilliant arcade-style games and perfect conversions the Amiga is capable of. James Pond and Turrican are prime

examples of what they should be doing, though I think they could have been even better if the programmers utilised the full European 320x256 resolution instead of the American 320x200. A good way to start the ball rolling would be to port over a few original Megadrive games (Super Shinobi, Thunderforce III) instead of porting from the inferior ST with inadequate changes.
Mr Wizard Man, Canberra, Australia.

YOB: Your letter is a triumph of ignorance over fact. First of all, have you seen a recent Amiga game using the 4,096 colour HAM mode? Because of technical reasons your brain cell couldn't cope with, most games have only 16 colours on-screen at once. But what's all this "better performance" Amiga sound garbage? The Amiga can only play samples, whilst the Megadrive can synthesize it's own noises and play samples. The Megadrive plays better games because it was designed to play games, and thus does have "better capabilities" (custom graphics and sound chips and better, faster hardware scrolling for starters). Oh and while we're at it, The size of Turrican and James Pond's screen has nothing to do with US or European screen sizes. In fact, the REAL reason is the fact that the Amiga couldn't update the screen as fast if the play area was bigger - so there! I'm not putting the Amiga down, 'cause it does have some games that will never appear, or be bettered, on the Megadrive. Indeed, some Amiga games are actually better than the Megadrive versions (Rainbow Islands and James Pond, for example). I just can't stand a smartass who gets all his facts wrong, so stick that up your Aussie bum and smoke it.

MR WIZARD MAN
BLAM!

A VIEW ON REVIEWS

Dear YOB,

Here is my guide to a good review (answering last month's letter from Jon Lindsey).

1. Make sure the first one or two paragraphs give the outline to the game.
2. Say roughly how to play the game.
3. Give a few views on the game (not too opinionated).
4. Add a few paragraphs of "nice touches" the game includes.
5. Give your own personal view of the game.
6. Give a rating (graphics, sound etc shouldn't come into it to much. Playability and lastability are much more important).
7. Unless real, make no imaginary Ed remarks. **(Like this one? - ED)**, don't completely rave about a game (even if it is excellent) and remember a game always applies to someone. **(Eh? - ED)**

Robert Walker, Hillingdon, London

YOB: So that's how to write a spiffy games lowdown, eh Bob? What does it look like we're doing on the Review pages? Hanging out Auntie Dot's laundry? Doing the Sunday Times crossword in Swahili while standing on our heads? I dunno, there's just no pleasing some people. As for those - Ed remarks: Tim's real enough, but I reckon you're a work of fiction dreamed up by somebody just to cheese me off on a Monday morning. Talking of which...

HA! HA! WHO?

Dear YOB! Ah Ah!

Ho ho ho! MR STOOL HEAD HERE! How are doing... get it? Har har har! Well, joking a-side... get it? Har har har! Yer know Saddam sent out his kid to fetch him a bag from the bottom of his garden. He came back and said "There's no Bagdad"... har har har. Knock, knock... Doctor... get it? Har har har! Gibber gibber! Where does a frog go on its holidays? Ah Ah! New York. Har har har. Why did the girl fall off the swing? Ah ah! 'Cause she didn't have any arms! Har har. Well, that's all from me, good ol' Mr Stool Head. Ah ah!

Good Ole Mr Stool Head, Bevere, Worcester.

YOB: See what I mean? This is what happens when you use too much Vicks' Vapo Rub and don't have a cold. I wanted to make this star letter, but there's no address to send the cash to. Har! Har! Har!

COME ON FOLKS, PLAY THE GAME!

Hey YOB!

I'm writing to you on a subject that happens to be very close to Jazza's heart - the amusement arcades. I've noticed how that's a bad word with parents nowadays. At least, in Britain. In Japan there's no problem. In fact, going down to the local amusements is likely to be a family outing - you can see Japanese tourists here in the summer taking their kids for a shot on the vids. So why is it taboo here? Ask the parents.

"It's a waste of money."

I don't know about you, but I think twenty-pee for anything up to twenty minutes of vid-bashing (if you're good) sounds perfectly reasonable to me - and I'd certainly rather play a coin-op than smoke the equivalent number of cigarettes.

"It's anti-social"

Sorry, parents. You're wrong on this one. I love to meet mates for a go on the latest two, three, or even four-player machine. The arcades are a great place to make new friends too. If you see someone playing a two-player game alone, of course you're gonna join them - having to work as a team with a stranger will bring out the best in you. I've quite a few friends I've made that way.

"You'll get addicted"

Yeah, sure it's addictive. It's meant to be. Addiction to the vids doesn't mean you're a moron who whops all his dosh down the coin slots as soon as he gets it - look at Jaz!

So why do parents think that the arcades are a den of sin? As far as I can see, they tend to think of amusements as dark, smokey places with people pushing drugs in corners, whereas the truth is that most modern arcades are clean no-smoking zones bustling with happy players.

So come on parents, wise up!

David Black, Inverness.

YOB: You may be a boring old fart Dave, but you're right of course. In the past it's true that your local vid game emporium left much to be desired, but the new breed of arcade owners have really cleaned up their act. Some of them are now so well run I almost feel out of place...

GIZZA JOB, GO ON...

Dear YOB,

I'm thinking of a career in publishing and I wondered how you lot got started in CVG. Did you just have loads a' dosh or did you...? How?

Another thing: I don't think your new-look is as good as the old one. But don't get me wrong, I still make it the premiere choice on the shelf along with MEAN MACHINES.

Oh yeh, can you remember the very first CVG? The front cover read "HIT THE BEACHES WITH BATTLESHIPS". Those were the days eh? Only £1.00 for your CVG...

M Walton, Oxford.

YOB:How did we all get jobs? That's a good one. I was delivered to the CVG offices by mistake with the Wednesday morning mail after falling asleep in a post box. I'd opened a few of the letters, formulated suitable replies and the crew were so impressed they gave me the tea cupboard to live in. Jaz got his job for setting the all-time high score on Lawnmower Simulator in a Aberystwyth fish and chip shop while waiting for his saveloy. Paul was employed on the strength of his incredibly trendy pocket organiser, Rich got his job because we couldn't bear to unleash his quiff on anyone else and Jon got his due to his incredible talent for lurking in dark corners and barking at anyone who comes close. As for Tim, God knows why they employed him. By the way, the first CVG had Space Invaders on the cover (it was a type-in listing for the Nascom), and it only cost 85p. Mind you, that was in 1981...

FACTS AND FIGURES

Dear Yob,

I am writing a review on your Mail Bag, and here it is...
Drawings: 85%
Remarks: 98%
Boredom: 1%
Lunacy: 60%
Crapness: 0%
Funkyness: 90%
YOBness: 100%
Worth of Cost: £1,000,000,000,000
Overall: 99%

So there you have it. Your Mail Bag is totally brilliant. Now please can I have that £100?

Daniel Jones, Clwyd, Wales.

YOB: Your chances: 00%

FAB FROM THE MEGA MAN

Dear YOB,

After reading the third magazine since the first new-look issue, I felt I had to write and air my views. Firstly, I think that CVG is resting on its laurels. As it is the best-selling magazine of its type, it doesn't need to attract more readers by recommendation and, as a result, standards have slipped. However, it appears that an attempt to gain customers has been mounted which involves painting the pages garish colours and using words like "Mega!!!" and "Fab!!!".

Younger readers may be fooled, but the quality of the reviews has suffered and many older readers in the 14-plus bracket will be put off by the inane caricatures of reviewers and general immaturity of the magazine and turn to more objective, informative magazines. Secondly, CVG has been left behind with regards to new technical achievements. I'm not talking about the Famicom etc, but where are features on CD-I/ROM, extensive VR reports, not just on one system, previews of state of the art games, Wing Commander II, Birds of Prey etc?

Thirdly, CVG has been seriously marred by the allocation of space. As the owner of a Lynx and Amiga, I have practically every sort of machine - handheld, console and computer - so I am neutral in the "my console knocks spots off your computer" wars. It is therefore easier for me to see which machines are being unfairly treated. Although it and my Amiga are deadly rivals, the one ST review in issue 114 was pathetic. Less time should be spent on unofficial, unavailable machines (Famicom and PC Engine) and spent on machines which are popular like the Megadrive, MS, ST and Amiga.
Lastly, I know that it hasn't made much of a UK appearance so far, but with the new Lynx II console, sales the impress in the states (it outsells the Genesis and PC Engine), new accessories and new **games of real quality (35 are listed in Special Reserve), it is the most promising hand-held. More coverage please! Please print this as I'm sure I'm part of a large chunk of your readers with these views who, like me, are considering whether to continue purchasing CVG.**

Barry Jenkins, Theydon Bois, Essex.

YOB: You've completely ignored the prime virtue of CVG - there are 101 things you can do with a rolled up copy of the magazine. I suggest you carry out the last, because you're talking out of the place you should stick it sideways...

A LARGE CHUNK OF BARRY JENKINS.

KEEP THE CHANGE

Dear Mr YOB,

I'm writing this concerning the changes in CVG.
1. The charts. Very good. Including the Sega Master System and the Nintendo Entertainment System was a wise choice and listing them by machine sales is even better. Full marks.
2. Putting in more than one person's opinion is much better but they seem to be very similar. The little pictures of the reviewers are funny and interesting. Overall, those changes seemed to be essential (not the little pictures), so very good again.
3. The CVG hit logo - cool and modern. What more can I say?
4. The little box with information on whatever computer and console it's being reviewed on. Better, but not much change.
5. Lastability replacing value. Great. About time too. What took you so long?
6. Bytesize. It may be saving space and money and giving more room for other things, but it's laid out like Mr YOB's hair. You don't know what picture goes with what review. When the update section was brought in, I was over the moon. It was bursting with colour (in Bytesize, there's too much colour) and style. At least the coming soon feature's good. Sorry, 5% improvement and that's too much (Eh? - YOB).
7. Cheat Mode replaces Playmasters. Not much difference but the information is laid out much better and got more style.
Overall, the new C+VG is an improvement with some bloody great illustrations laid out wonderfully and even more information. A great job. CVG is absolutely wicked.

YOB: Yeah, yeah, yeah. And if you could afford the train fare you'd come up here and kiss our boots. No cash for you, sonny. You'll have to try harder than that.

TOP OF THE TABLE

Dear YOB,

I have some suggestions which I think will improve Computer and Video Games magazine:

1. How about giving release dates for new games which gives information on their publisher and prices etc. This would be very useful to your readers, even if it's only a page.

2. In a rival magazine, there is a league table showing - in their opinion - the best games they have ever reviewed. I think you should run a similar table but also include publisher, machine format, price and rating received. It could be updated monthly and, as you deal with all types of computers and consoles, you could print a list for a micro one month and then do another the next. This would ensure the league does not become too repetitive as it would change so much.

Anyway, keep up the good work on CVG and best of luck for the future.

S N Hardy, Sheffield.

YOB: Here in Yob's corner I keep personal lists of the best and worst letters received, people I hate most in the western hemisphere, things to do with six Chicken McNuggets and the most useless people this side of Sweden. You come straight in at number three, just above the old

NAFFED OFF WITH NARCO

Dear YOB,

The other day, I bought Narco Police for my PC. In the manual it tells me load it thus:
Insert the disk in "A, connect up the computer, game will load automatically.

I have tried this, but I always get a message "Not a system disk". Can you possibly help me with my dilemma?

Paul, Cardiff.

YOB: Nope.

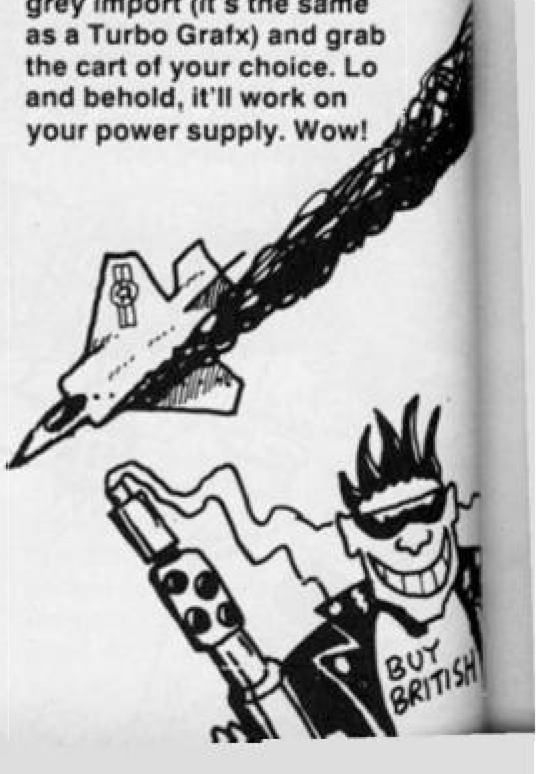
TURBO TROUBLE

Dear YOB,

I have recently visited an American Airbase in England. It was a really good holiday and was like visiting a small American city. In a lot of shops and video stores they had Turbo Grafx systems set up with a game unit called Keith Courage. The graphics, gameplay and sound were brilliant - almost arcade perfect. The main thing stopping me buying it was its incompatibility with our voltage system. My question is, will someone designed something that will allow it to run on our system and if so, when?

Patrick O'Brien, Coventry

YOB: If I had a pickled cucumber for every letter like this I'd throw them all up over Patrick and find something better to do with my time. Listen, thicko. Buy yourself a PC Engine on grey import (it's the same as a Turbo Grafx) and grab the cart of your choice. Lo and behold, it'll work on your power supply. Wow!



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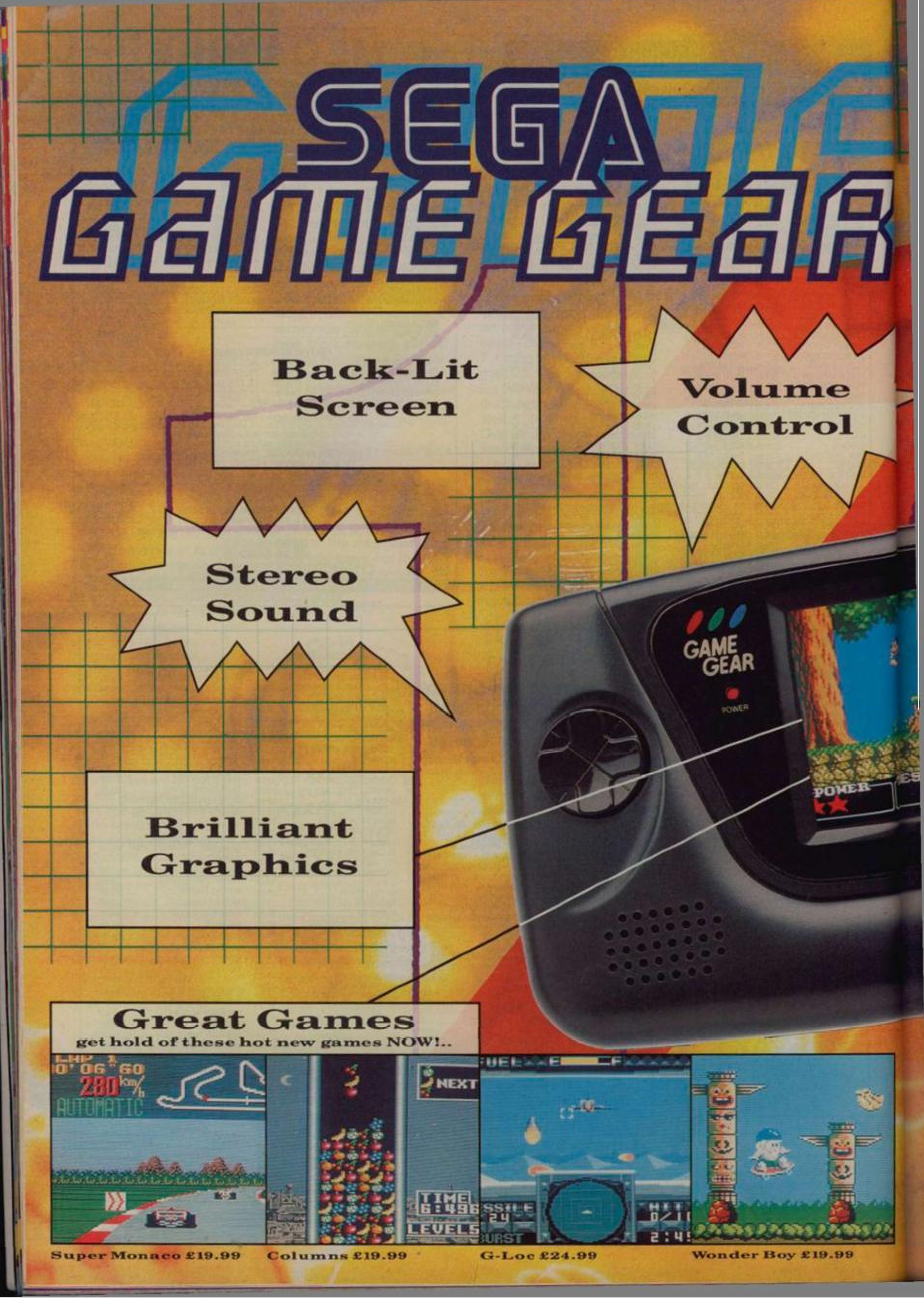
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REVIEW

PC **£29.99**

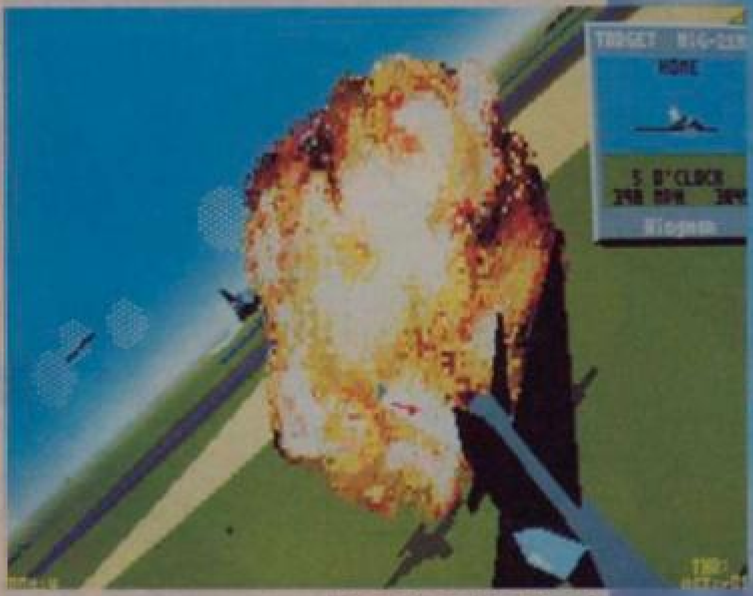
BY ELECTRONIC ARTS

It's that man again - and back with a vengeance! Ace pilot and sky supremo Chuck Yeager returns to the cockpit for another slice of aerial action to make your head spin and your hair curl. Join Chuck through a wide variety of historic air battle conflicts. Wrestle at the controls of a fistful of aircraft through the skies of World War II, Korea and Vietnam. Thrill to the excitement as you single-handedly wipe out a bomber formation and turn to take on their fighter escort. Jump as they line up to attack, guns blazing through the clouds. Then look down in dismay as bullets rip into the fuselage and wish your RAF-issue trousers were a deeper shade of brown. Sorry Chuck old man, which way to Bolloms?

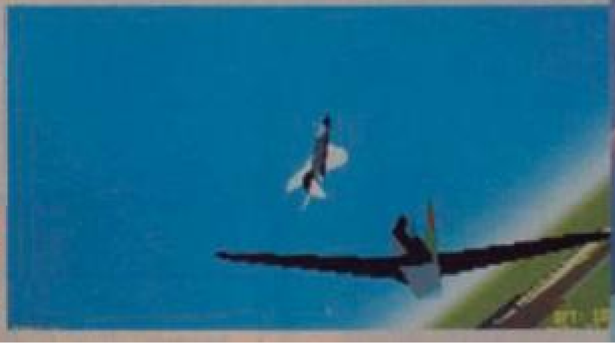
ACTION? GET IT TAPED!

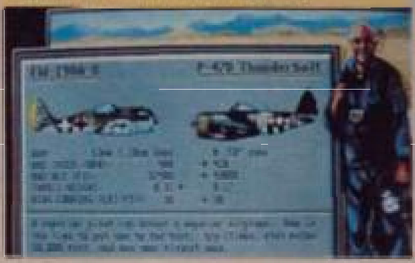
One of the strongest features of the game is the video playback option, which allows star war pilots to relive those glory days. Run back the tape to assess your flying skills, slow down the action for an in-depth look at your tactics and zoom through the boring bits on afterburner to zip straight back to the conflict! Neeaaoow! Watching the tape, you'll pick up all the small details you missed while the heat of combat dragged your attention away. So you shot down that Mig, eh? There's the pilot chappie in the corner, sailing slowly back to earth under his blue and white parachute. No medals for him: Ho Ho Ho!

Splash ▼ one MiG!



▼ Lock on! lock on!





◀ Detailed stats here.

The P51D Mustang ▶ in all its glory!

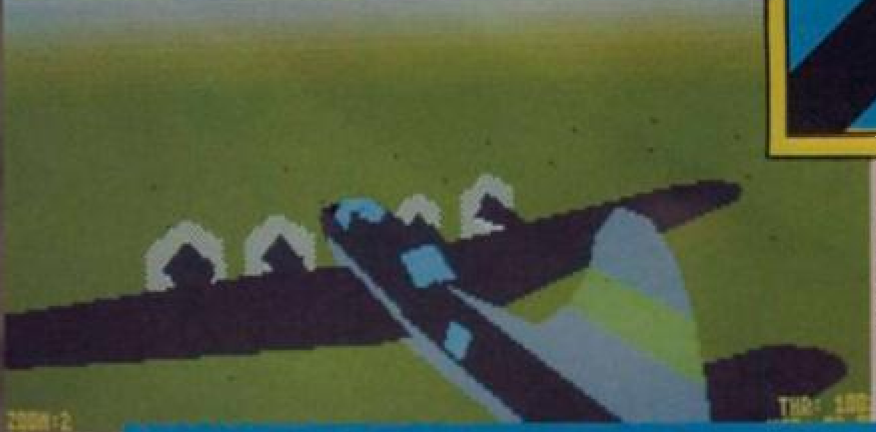
North American P-51D Mustang

What a cracker! Air Combat isn't a flight sim. It isn't an arcade game. It's something slap bang in the middle and the result works brilliantly. Here is a game where absolutely everything is under the player's control: except the bad guys, of course! Ironically though, this is the game's one drawback - you find you have so much power that the incentive to achieve everything wanes after a while. Nonetheless, Electronic Arts have come up trumps with a package every PC owner should fight for. Great stuff.

TIM
BOONE

FLY HIGH IN HISTORY!

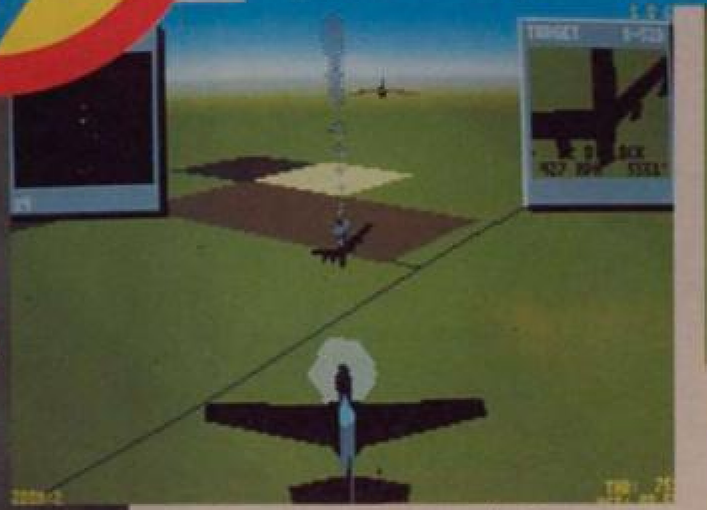
With boxfuls of options at your disposal, Chuck certainly gives you plenty to play with. First up, you can chose to fly any of a multitude of pre-set historic missions, recreating combat scenarios from World War II, Korea and Vietnam. Having conquered that, you can create a mission of your own - deciding how many other planes you want to fly against, what they are and how well their pilots cut the mustard. This is where the fun really starts! Fancy a duck shoot? Line yourself up a few flights of B-52s without fighter escort and blow the blarney out of them from the comfort of the super fandango jet you chose from the options screen. For a close shave, try flying a B-52 at 10,000 feet against fifteen F-4s who hit you with a surprise attack. Hold onto your flying scarf and pray those suckers' guns are jammed!



Blanket bombing ahoy!

CHUCK'S AROUND, SO CHOCKS AWAY!

Feeling lonely in the cockpit - the odds stacked against this jockey making it back safe and sound? Never fear my lad, uncle Chuck's with you all the way! Mr C pops up with all manner of supremely handy advice, usually just when you're about to buy your ticket to the grave. He's also on hand with plenty of pre-flight advice, including the lowdown on the planes you're about to encounter. "Talk about long odds!" chuckles Chuck if you set up an impossible mission. "You bought the farm," he informs the world as your plane crashes nose-first into a little hillock. "There's always next time." There certainly is: click the mouse a couple of times and you're back among the clouds. Yippee!

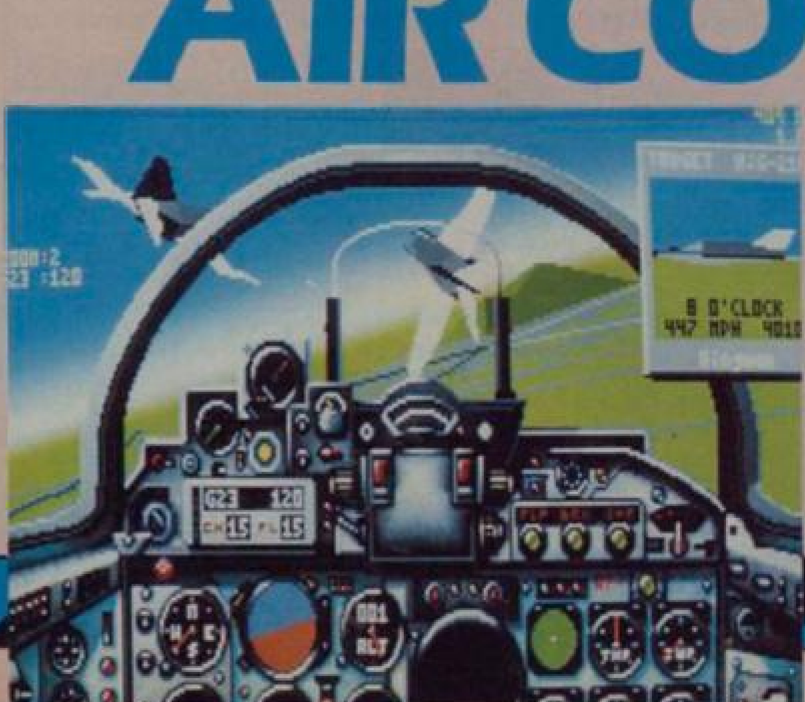


Closing in...

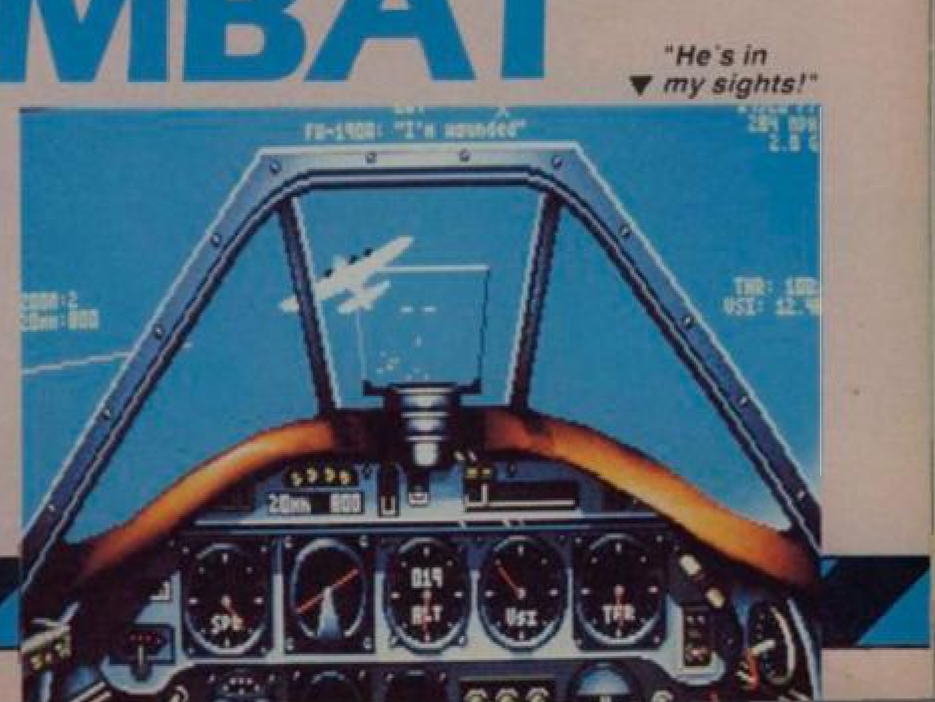
UPDATE

Good news for Amiga and ST flight fans - Air Combat is being converted for your machines and should be released by the end of the year, price £24.99.

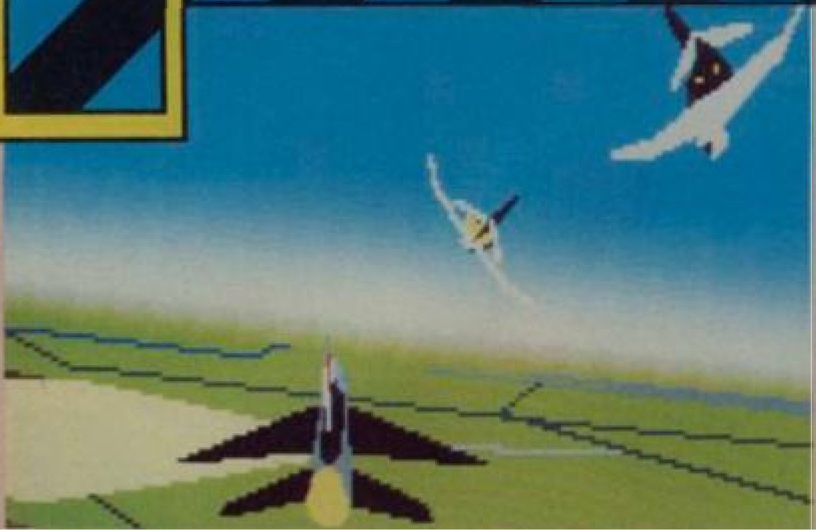
Chuck Yeager's AIR COMBAT



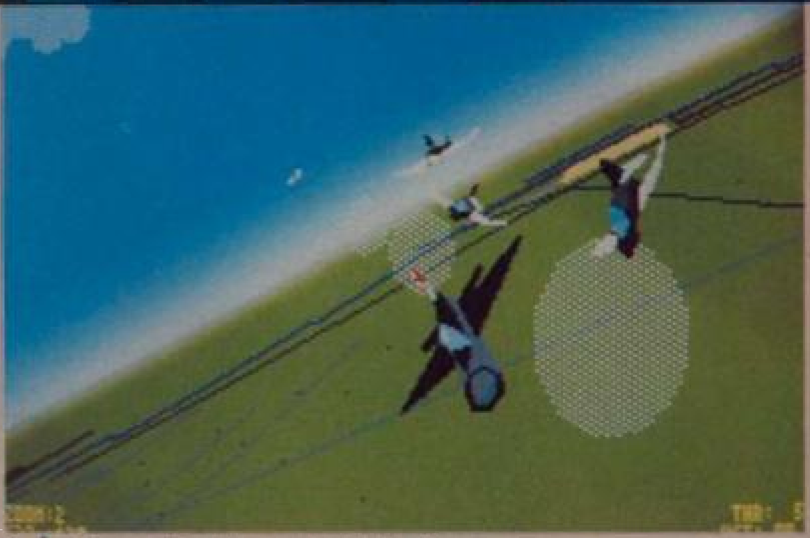
"He's in my sights!"



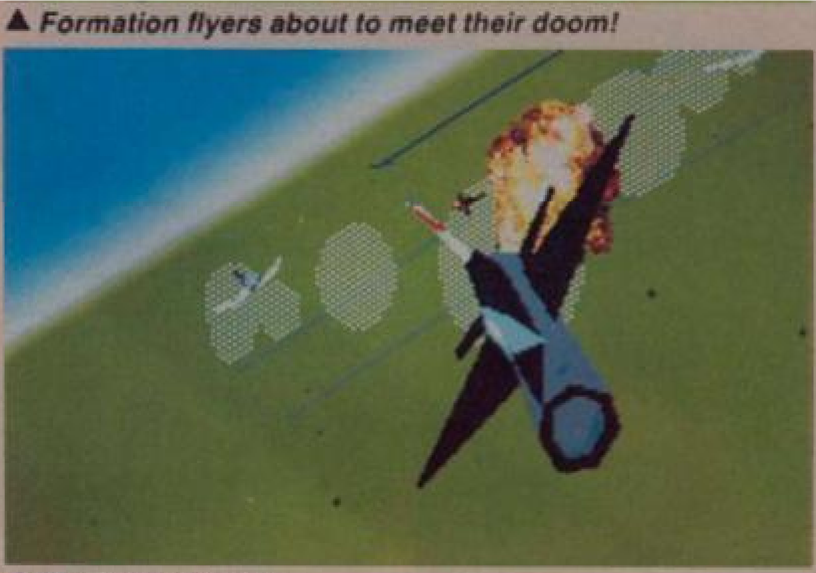
CHUCK YEAGER'S AIR COMBAT



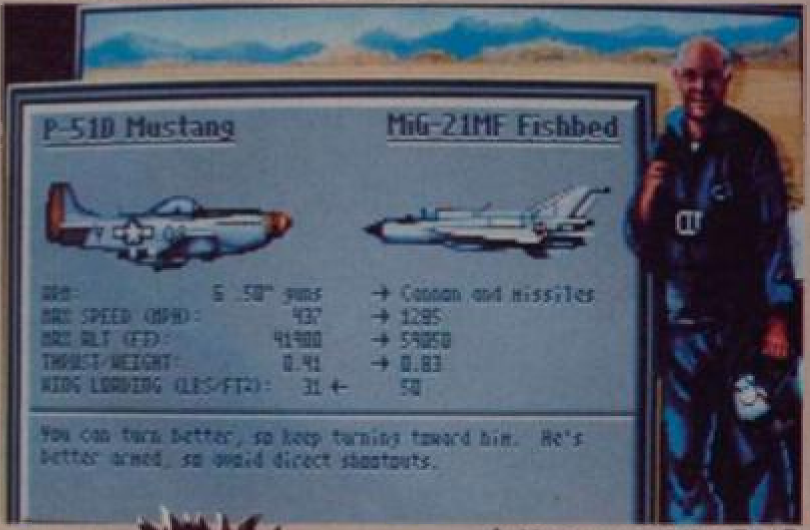
▲ *Formation flyers about to meet their doom!*



▲ *Lining up for the perfect shot!*



▲ *Boom! Nice one!*



P-51D Mustang MiG-21MF Fishbed

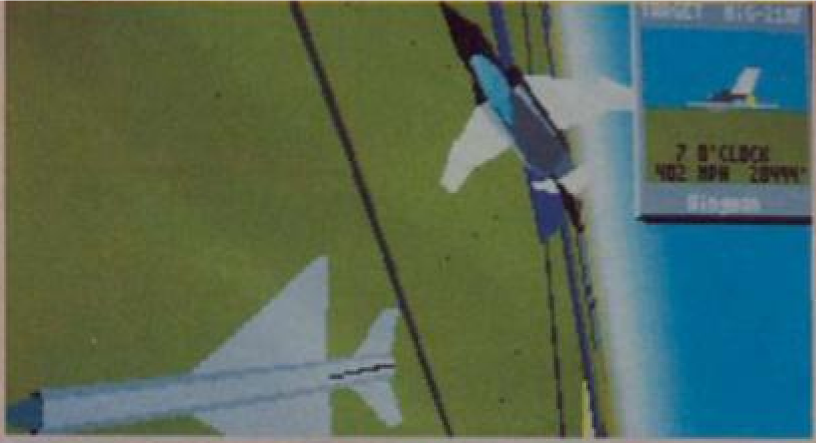
ARM: 6 .50" guns → Cannon and missiles
MAX SPEED (MPH): 437 → 1285
MAX ALT (FT): 41900 → 59050
THRUST/WEIGHT: 0.41 → 0.83
WING LOADING (LBS/FT2): 31 ← 50

You can turn better, so keep turning toward him. He's better armed, so avoid direct shootouts.

▲ *Yeager and the P51D.*

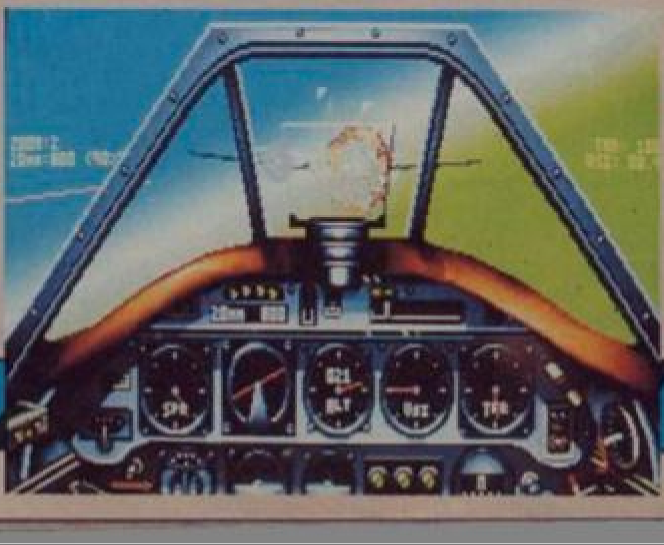
WISHFUL THINKING...

So there I was in my F-4, flying at 20,000 feet when suddenly I was jumped by five Tomcats, three P-47 Thunderbolts and a Meschersmitt ME-109. Quite what they were all doing there I didn't have time to ask. Instead I turned to face them coming head on, rested a sweating finger on the trigger button and wished I was back home playing on my computer... Wishful thinking? In Air Combat, it's all too real!



This cross between arcade game and simulation incorporates all the fast action thrills and spills of a brilliant high speed blaster without all the messing about between combat confrontations you usually have to suffer with true simulations. The combat is incredibly easy to get into and the sheer amount of game options means that all levels of gamesmanship are catered for. Whether you want to fly against another air ace, take on a fleet of bombers or get kamikaze kicks flying against fifteen other fighter aircraft simultaneously, this has it all!

JULIAN RIGNALL



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GRAPHICS	93
SOUNDS	90
PLAYABILITY	94
LASTABILITY	89
OVERALL	93

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REVIEW

GAME GEAR £25.00

BY SEGA

It's a tough old world for the average Ninja when all his mates are suddenly kidnapped and brainwashed into joining the baddies.

Oh well, s'pose it's time to rescue them...

In this well-hard Game Gear beat 'em up you take the role of the single Shinobi left to battle against the evil forces holding a quartet of buddies hostage in four locations. Battle across the highway, the valley, the woodland and the harbour in a bid to save your captured chums from doom.

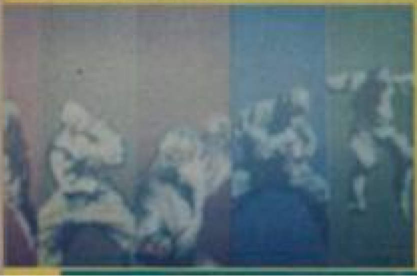
Lurking at the end of each level is a dastardly boss which is - GASP! - under the control of one of your Shinobi mates! Defeat the boss and the Ninja quickly comes to his senses, and joins your side. From then on you can call upon your forces at any moment to take over the action, using their own special weapons and skills to do away with the terrible perils inside the last level - Neo City...

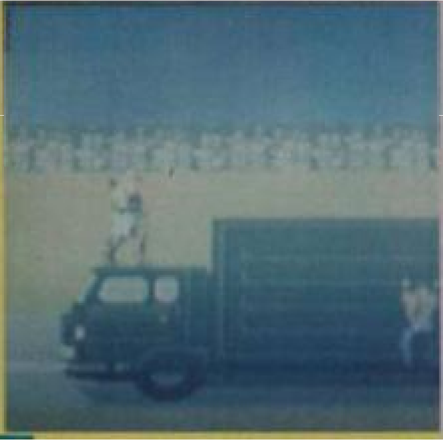
KNOW YOUR PLACES!

At the start of the game you have a choice of four locations in which to play, each requiring a different blend of skill and strategy to overcome the obstacles in your path. Here's a quick guide...

ROUND SELECT

▲ *The round select screen.*





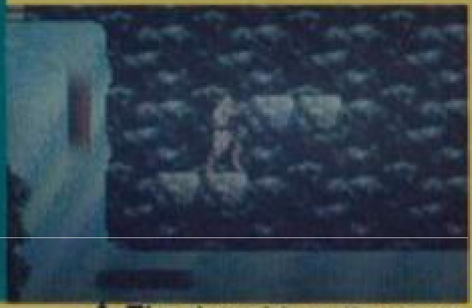
▲ *The Highway level!*

THE HIGHWAY

This level is quite easy, and the powerful Pink Shinobi lies at the end so it's a good place to start. Jump and slash your way across the tops of the cars and lorries hurtling along the road, taking the masked madmen in your stride and leaping from vehicle to vehicle. Be careful though, these suckers are armed with all sorts of guns, bombs and big fists. Taxi!

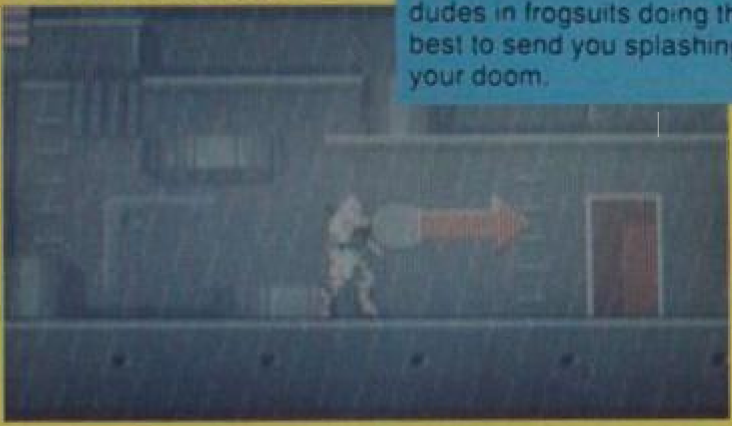
THE VALLEY

A fast-flowing river lies at the centre of this section, and the only way down river is by jumping onto floating logs and fighting off the bad guys along the way. Once the stick-throwing bikini women are beaten, play continues in a cave, where the Blue Shinobi awaits!



▲ *The riverside valley level.*

▼ *GG at the harbour!*

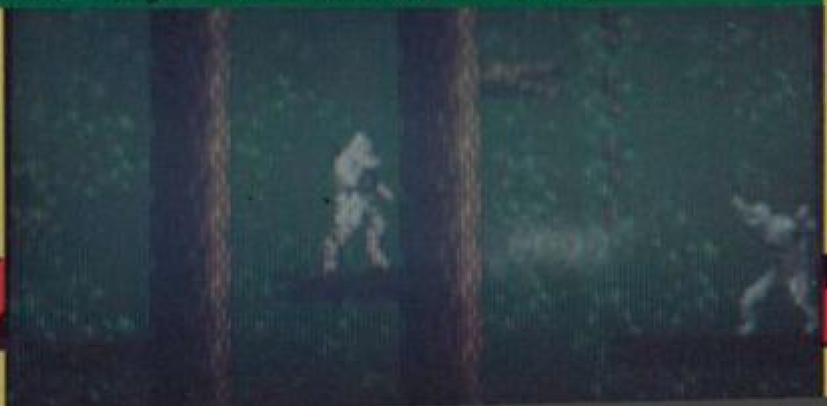


THE HARBOUR

Once you've released Pink, select this level where he can hang from gantries and lob bombs all over the shop. Run through the ships, kicking seven bells out of the bad dudes in frogsuits doing their best to send you splashing to your doom.

THE WOODLAND

Time for some climbing as GG claws his way through the treetops, leaping from branch to branch and trying not to look down! Flying bad guys are the biggest bummer of this section, along with the little grey bloke with his spinning wheels of death. The second stage of this level is played inside and outside a massive pagoda which hides the Green Shinobi.



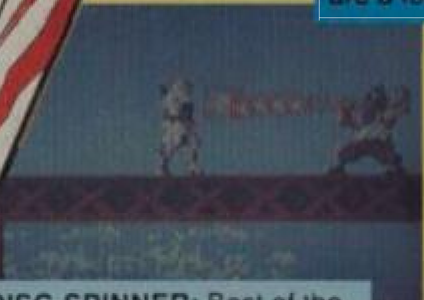
Hiiiiyaaa! GG Shinobi is just the business! This must be one of the best beat-em-ups I've ever played - even managing to knock some arcade games into a cocked hat. The graphics are excellent, the gameplay superb and the attention to detail absolutely amazing. You'll find it hard to believe that so much has been crammed into a portable game and will wear down a fair few batteries before beating this. GG is a showpiece for the Game Gear, showing just what's possible on Sega's colour handheld. More of the same, please!

TIM BOONE

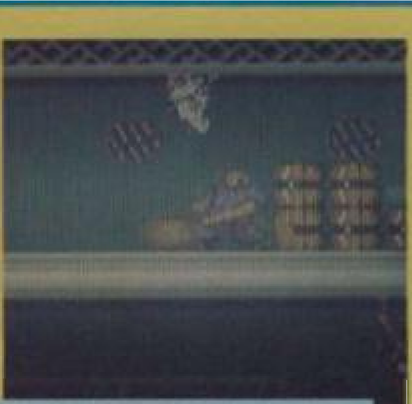
Thanks to Console Concepts (0782 712759) for the loan of the cartridge used in this review.

WATCH OUT, NASTIES ABOUT!

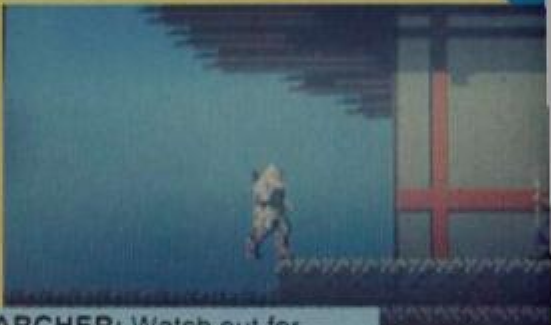
GG boasts a brilliant range of baddies so deadly they'll scare your Shinobi socks off until you learn how to master them. Here are a few...



DISC-SPINNER: Best of the bunch. This bloke is totally lethal with those discs of death and should be approached with supreme caution!

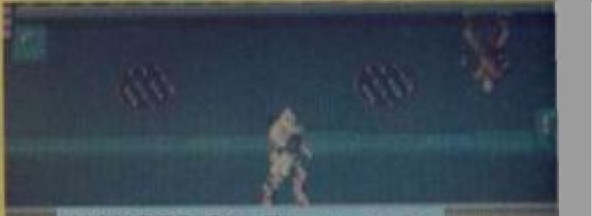


HAMMER MAN: This blockhead runs around swinging a huge wooden hammer at anything which breathes.



ARCHER: Watch out for these cunning devils, or prepare to live right at the sharp end...

▲ *Attacking an enemy base!*



▶ *Mr Shinobi in all his glory!*

HANGER-ON: This bloke actually knows how to walk on the ceiling, which can be quite a problem when you're trying to get past him and stay alive at the same time!

GG SHINOBI

YOUR NINJA MATES

The five Shinobi each have a different weapon a different magic power and sometimes a special ability.

RED

Red starts the game. He is armed with a large sword, and can use his magic to make everything on the screen (apart from himself, of course) explode! Primitive weapons, it's true, but when no-one else seems to be making progress it's worth giving him a try.

PINK

Pink is one of the strongest Shinobi, and is the first you should look for. He's in a helicopter at the end of the Highway level. Pink is armed with grenades and can crawl upside down along platforms - an ability which comes in very handy everywhere. His magic power is the ability to freeze everything on screen!

YELLOW

Yellow shoots magic fireballs from his fingertips, and these can be powered up by holding down the button. His special power is a devastating lightning bolt which annihilates every enemy in sight!

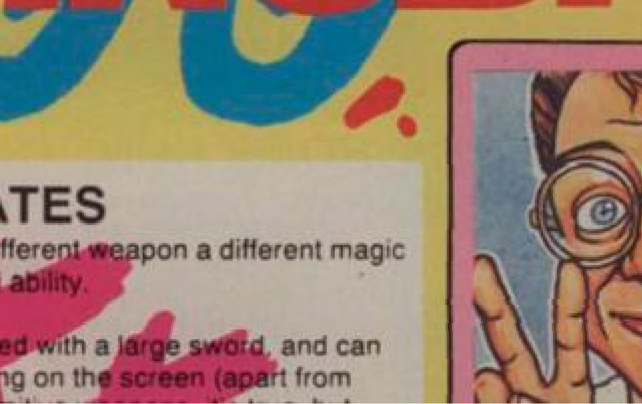
BLUE

Blue comes complete with a blade on the end of a long chain which, as well as being a deadly weapon, can be used to swing from branch to branch in the forest. His special magic turns him into a whirlwind which can travel anywhere on the screen!

GREEN

Green carries shurikens which take out anything they hit, and he can also perform a double leap, and a spin which sends a shower of deadly metal stars everywhere. Green reacts to danger by using his magic and exploding everywhere!

▼ *An evil guardian!*



As far as the actual games go, the Game Gear has been a bit of a non-starter - until now! The programmers of GG Shinobi have performed wonders in making the Game Gear produce something that looks like a Megadrive game! In fact, I'd go as far as to say that it's one of the best beat 'em ups I've ever played anywhere, and the addition of strategy (working out the best ways to use the different Ninjas) makes it even better than Megadrive Revenge of Shinobi! Amazing, but true! *If Sega can match this standard on all of their future Game Gear releases, the machine may have a rosier future than everyone first thought!*

PAUL GLANCEY

GAME GEAR	
GRAPHICS	92
SOUNDS	91
PLAYABILITY	95
LASTABILITY	93
OVERALL	94

ST £29.99

BY DOMARK

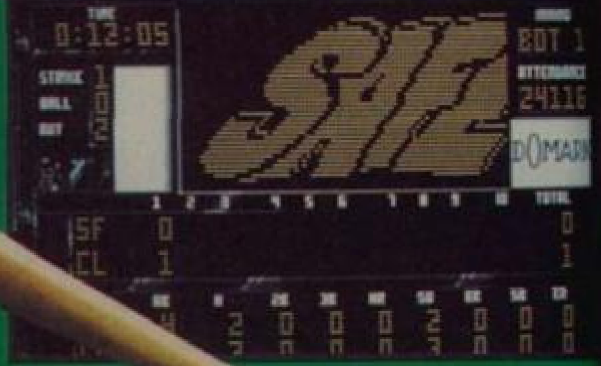
It's time to put a funny cap on your head and trundle on down to the disk-based digital diamond! RBI Baseball was originally a Tengen cartridge for the Nintendo and Domark have seen fit to release a conversion for all major home formats.

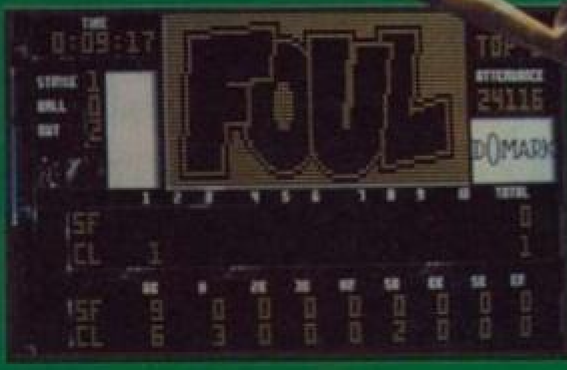
The rules of baseball are pretty simple. There are two teams who bat and field alternately. Each member of the batting side has to score as many runs as possible by whacking the ball as far as it will go, then running as far round the diamond as possible before the fielders can retrieve the ball. If a batter can get round all the bases, back to home base, he scores one run.

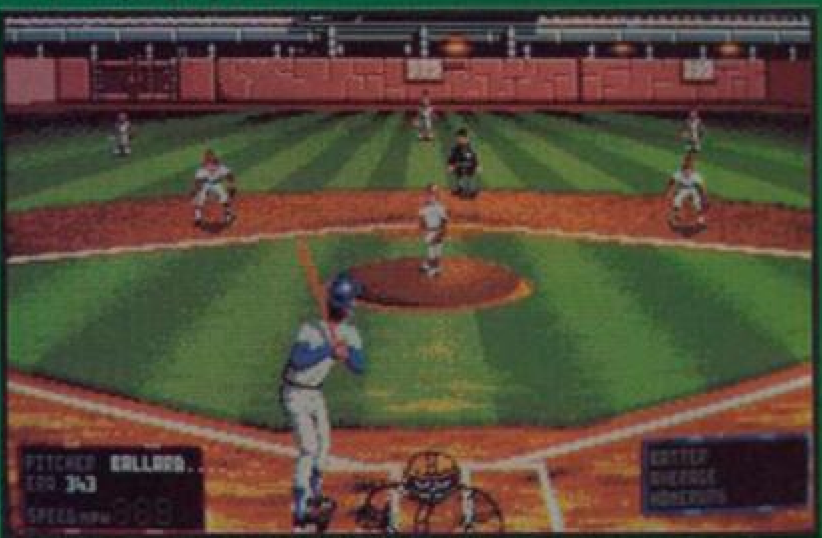
As soon as the ball is hit, the outfielders have to try to catch it (thus instantly dismissing the batter) or failing that, retrieve it and throw it to one of the other fielders on the bases. If the ball reaches a base before a batter who is trying to "steal" it, he is out.

Meanwhile, back on the pitching mound at the centre of the diamond, the pitcher has to try and get the batter out by throwing the ball in such a bizarre way that he cannot get his bat to it. Each miss is a "strike" and if one batter scores three strikes, he is declared out. Once three hitters have been struck out, the fielders get the chance to bat, and vice versa.

So, after that lecture on "Baseball For The Completely Uninitiated", what more is there to say except "it's just like Rounders", and perhaps "play ball"?







BATTING 'N' PITCHING!

The main action of the game takes place on this 3D screen. All that really happens is that the pitcher throws the ball, and it's the batter's job to slog it as far possible. Both the pitcher and the batter can slightly alter their positions, and the pitcher is capable of throwing a fast or slow ball, and can put spin on it to make it curve left or right, in the hope that this will completely flummox the batter.

HOME RUN!

As soon as the bat connects with the ball the viewpoint changes to a bird's-eye view of the pitch which scrolls to follow the movement of the ball. Now it's the fielders' job to get the ball to the appropriate base, to stop the batter from getting any nearer to home. If the fielders are a bit clumsy and waste time, then the batter may be able to "steal" one more base and get that much closer to home. If he hits the ball as far as the crowd, he is awarded a "home run", and he and all the other batters on the diamond get to run all the way to home base in complete safety, each scoring a run.

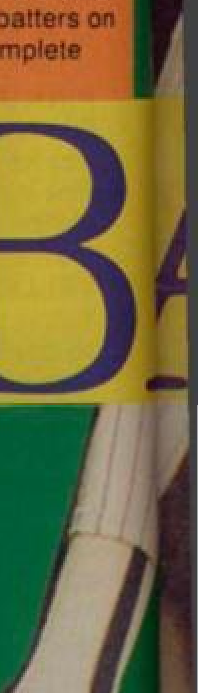
RBI B

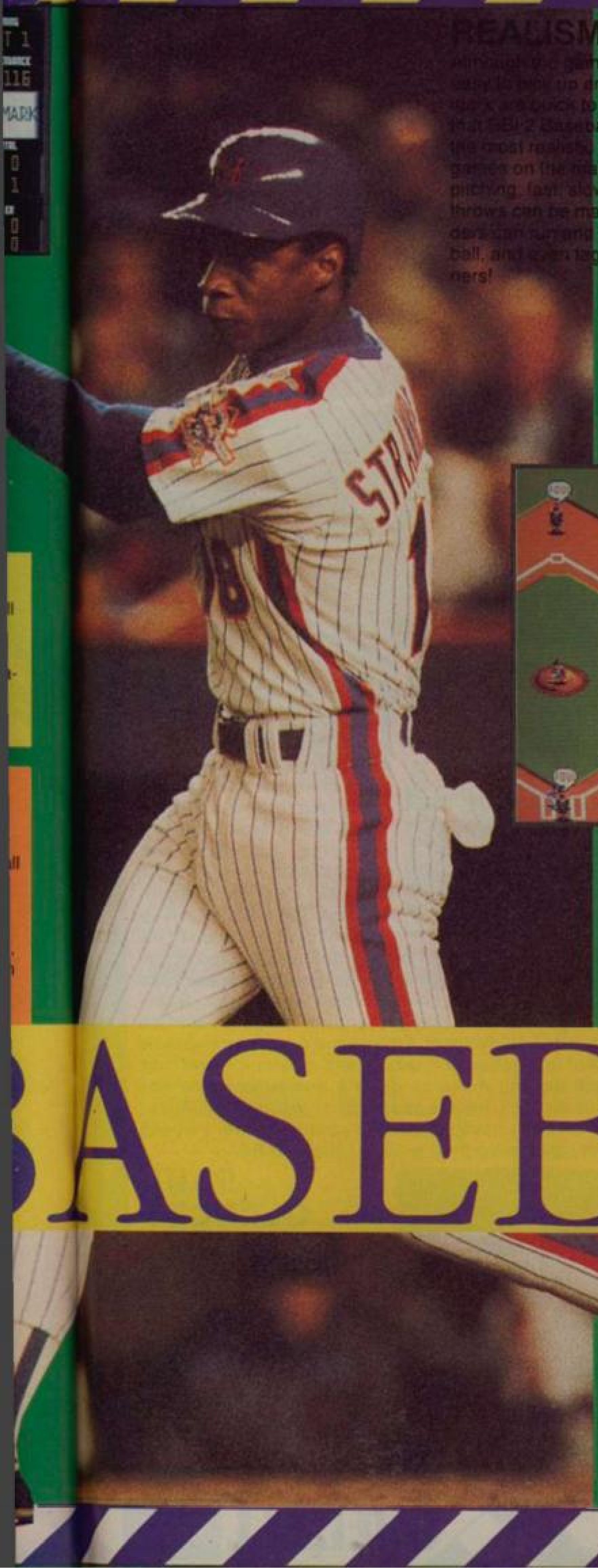
I must say, if you like Baseball games, RBI 2 Baseball is probably the best one on the market at the moment. However, if you're not really interested in Baseball, this polished Domark effort won't appeal to you at all. Unfortunately, I'm a member of the latter category and after a few minutes found the gameplay to be rather repetitive. Just hitting the ball and running, or running for the ball and throwing just didn't seem to be my cup of tea. Indeed, after about half an hour's play, I'd gone completely off the game. The graphics are very nice, and the sound is similarly impressive with some decent samples. The two-player mode increases the longevity of the game somewhat, but doesn't really add that much in the way of variety to the game. RBI 2 Baseball is mildly diverting, but for the hefty price (£29.99) I find it hard to strongly recommend this game.

RICHARD LEADBETTER

WHAT DOES RBI STAND FOR?

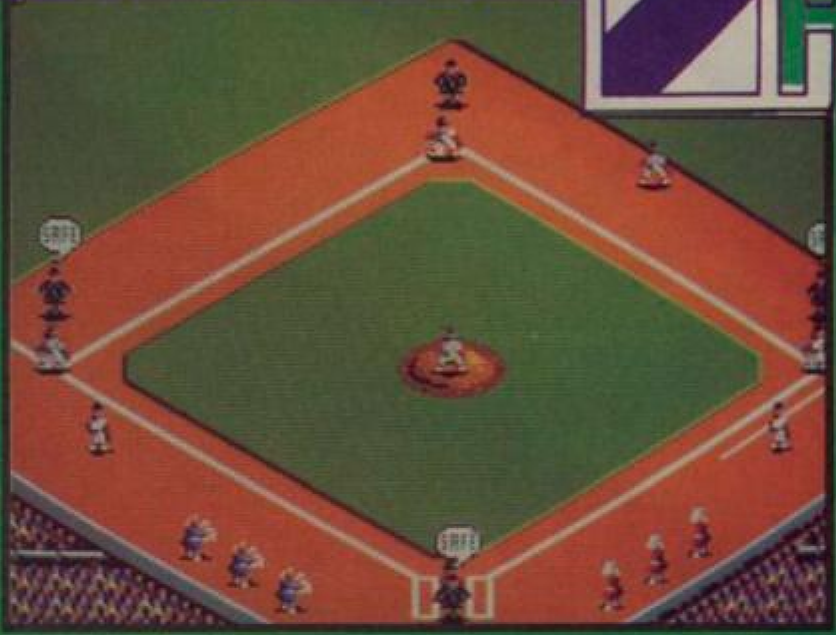
RBI actually stands for Runs Batted In - which in English means the amount of runs scored as a result of a single player's hit, which could be either his runs, or the runs scored by getting other players back home. So now you know!

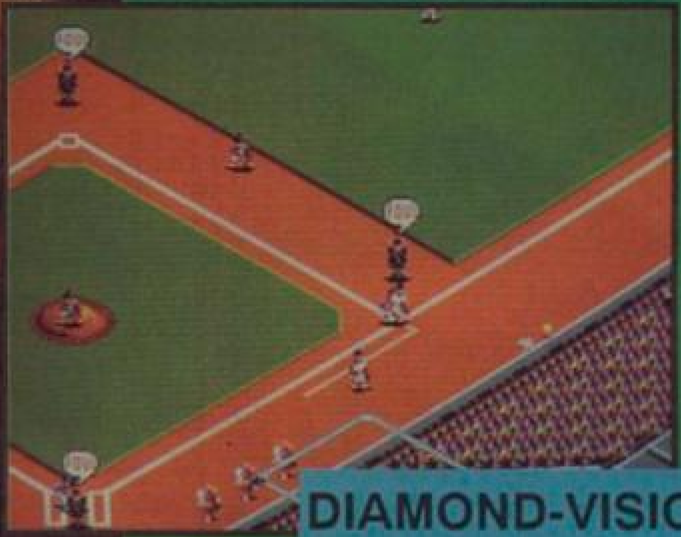




REALISM TOO!

Although the game is pretty easy to pick up and play, Domark are quick to point out that RBI 2 Baseball is one of the most realistic baseball games on the market. When pitching, fast, slow or curved throws can be made. Fielders can run and dive for the ball, and even tag the runners!





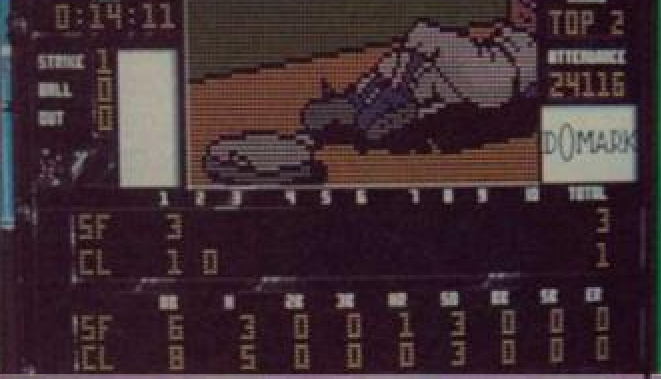
UPDATE

RBI 2 Baseball is going to be hitting just about every 8 and 16-bit format. Expect to see the game appearing on the IBM PC and compatibles and Amiga (for the wallet-busting sum of £29.99) and C64, Spectrum and Amstrad (£10.99 on cassette and £14.99 on disk).

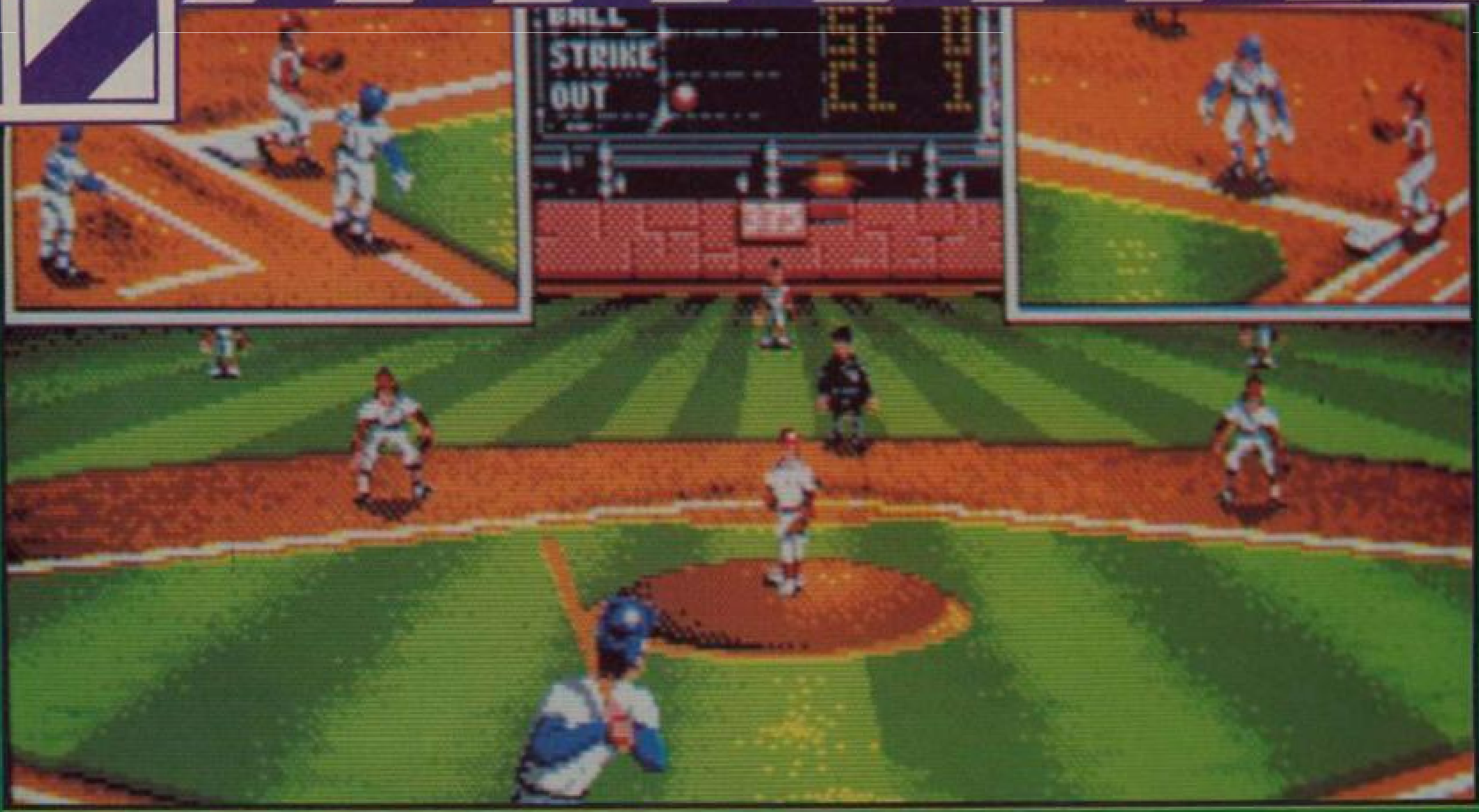
DIAMOND-VISION!

At regular intervals in the game, the action switches to the super Diamond-vision (tm) screen. Here, special animated sequences depict the outcome of the last play. Special sequences include "Safe" (when the player reaches a base safely), "Home Run", "Foul Ball" and "Out!". If a batter *just* makes it to a base before the ball, or if he's *just* run out, you're treated to a colour cartoon of him sliding toward the base. It's just like the colossal screens built into a real-like stadium, except RBI Baseball doesn't bother you with silly ads! Hurrah!

BASEBALL 2

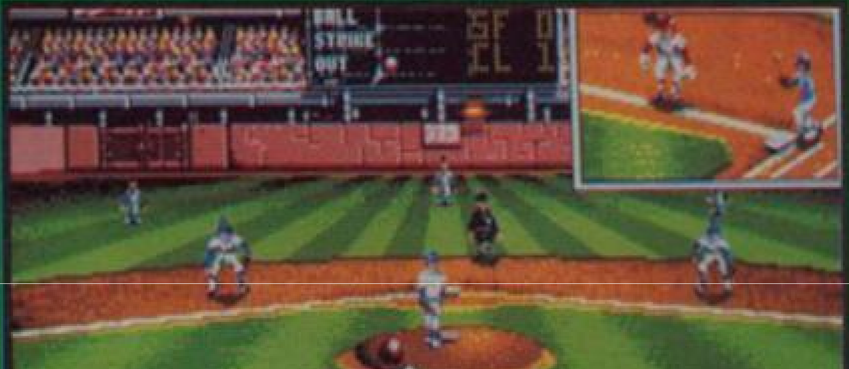


RBI BASEBALL 2



COMPUTER BASEBALL

Although there have been a number of Baseball games released in Britain, none of them have ever been really popular, probably because the sport itself isn't popular over here. The most successful of such games must be Accolade's Hardball which was programmed in the USA. In the USA and Japan, Baseball is extremely popular of course, so, not surprisingly, there are loads of Baseball games on console. Among them are Sega's Great Baseball and The Baseball, Nintendo Baseball and Neo-Geo Super Baseball Stars (a game with brilliant sampled commentary - pity it costs £150.00!). Recently, Megadrive owners have been wowed by Super League Baseball, whilst Accolade have just finished converting Hardball to the same 16-bit system! Probably the most comprehensive Baseball games have appeared on the PC Engine, and the Power League series is now in it's third installment! However, Cinemaware are "pitching" in (ho ho) with their TV Sports Baseball which should spice up the competition, if it survives that company's recent financial problems!



I quite like the idea of computer baseball but I've always been put off by all the fiddly details and statistics which get in the way of the gameplay. Well, that's one flaw RBI doesn't have - the controls are pretty simple, and you don't really have to take that much notice of all the statistics, so it's quite easy to get into. It also scores Brownie points for it's smart presentation, the samples and the Diamondvision screen, which looks great. Unfortunately, even with all this going for it, the game isn't as much fun as you'd expect. Soccer and American Football are full of fast action and tactics and maybe it's just that Baseball doesn't make as good a computer game because it doesn't have enough of these two qualities. Whatever it is, I have my doubts about whether I would get thirty quid's worth of enjoyment out of RBI.

PAUL GLANCEY

ST	
GRAPHICS	84
SOUNDS	82
PLAYABILITY	72
LASTABILITY	60
OVERALL	70

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BY BALLISTIX

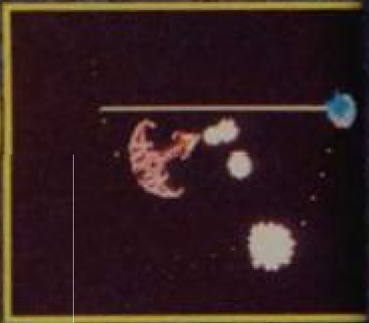
STAR

CVG HIT

Yike! The space fleet of the evil Ur-Quan Heirarchy is heading towards the peaceful, kind-to-animals Alliance planets, and those Heirarchy fiends have conquest in mind. These guys don't go for diplomacy, so the only way to get rid of them is to send the Alliance fleet to meet them and reduce them to their component molecules.

What this boils down to in gameplay terms is a space shoot-out along the lines of the very ancient Space War coin-op, with two ships battling it out in a 2D view of the galaxy. There are seven ships in each fleet, and it's up to each commander (either or both of which can be a computer or human player) to choose a ship to fly into battle. They all have different capabilities and weapons, which make some craft better opponents than others.

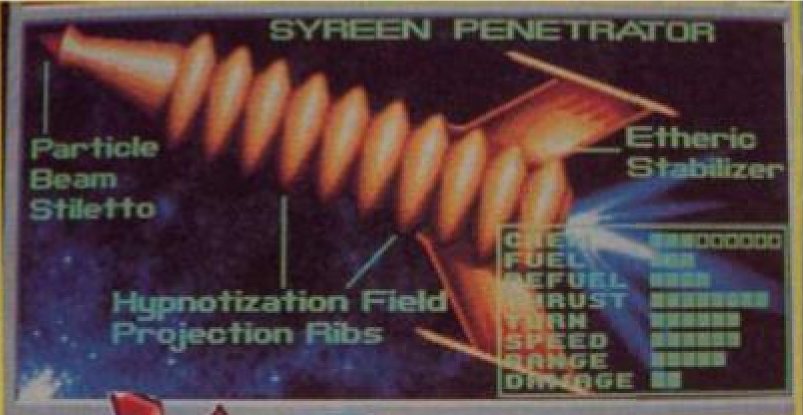
Each ship has a crew and fuel quotient. Every time it is hit, some crew are killed, and if the ship is unmanned it self-destructs. The fuel is used when the ship's weapons are activated, then slowly replenished. The special weapons usually drain the energy banks completely, so they can only be used sparingly.



THE ALLIANCE OF FREE STARS

SYREEN PENETRATOR

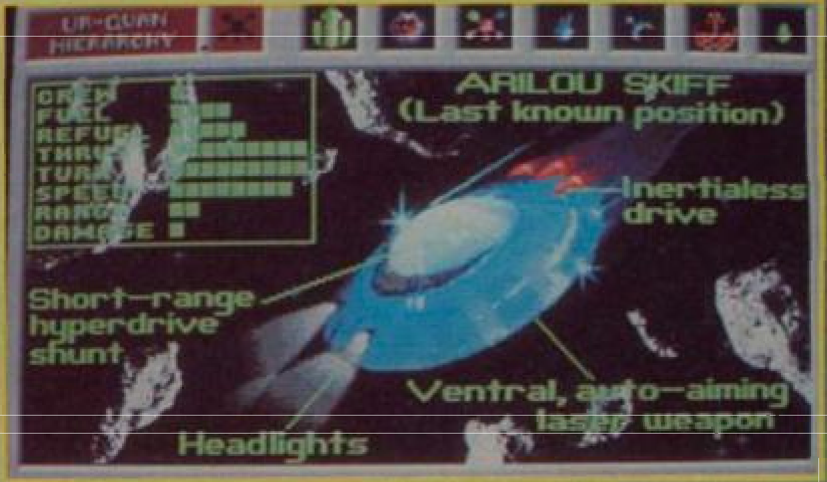
A nippy ship with a mediocre cannon, but the special weapon can be devastating when fighting a large, slow ship. In close quarter combat press the C button to make the female crew sing their mystical song which draws the enemy crew out of their ship. While they're floating in space, the Syreen can rescue them and make them join their crew!


SYREEN PENETRATOR
Particle Beam Stiletto
Etheric Stabilizer
Hypnotization Field Projection Ribs
CREW
FUEL
REFUEL
THRUST
TURN
SPEED
RANGE
DAMAGE

ARILOULALEELAY SKIFF

Probably the Alliance's best ship, the Arilou Skiff is equipped with a homing laser and an inertialess drive, so it's super-manoeuvrable. The short-range hyperspace drive, which warps the ship to another part of the screen, helps make this a match even for the Ur-Quan dreadnought.

▼ *A very swift ship.*


UR-QUAN HIERARCHY
ARILOU SKIFF (Last known position)
CREW
FUEL
REFUEL
THRUST
TURN
SPEED
RANGE
DAMAGE
Inertialess drive
Short-range hyperdrive shunt
Ventral, auto-aiming laser weapon
Headlights

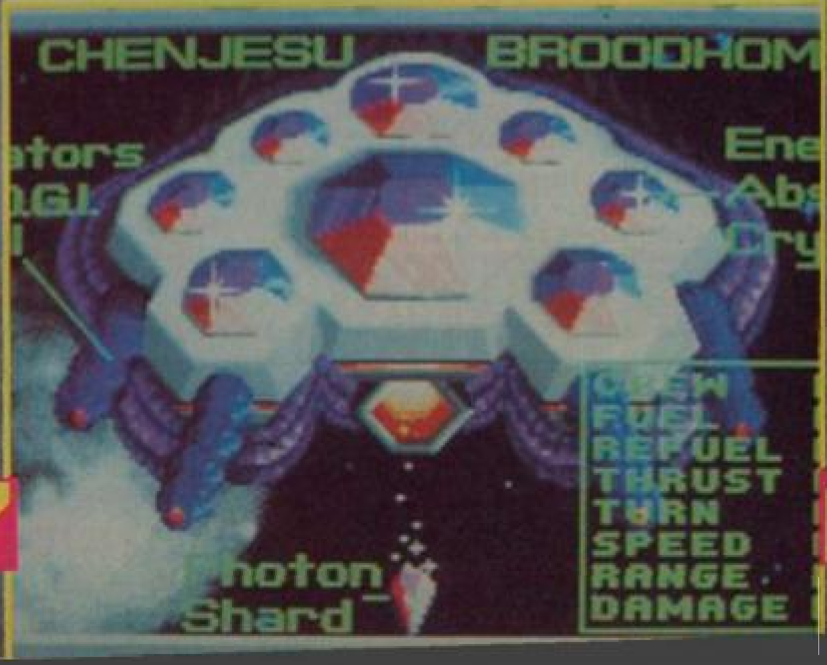
Once you've figured out each ship's strengths and weaknesses, Star Control is one of the most playable two-player games you're ever likely to play on your Megadrive! It's the sheer variety in all of the ships that makes this such a winner. The in-game graphics are nothing to shout about, but the sound is excellent. Indeed, a lot of the games turned into a bizarre version of "Name That Tune", or rather "Name That Sample"! Star Wars and Star Trek have both been sampled here, and the end result is excellent. One-player mode isn't really that bad either. The full strategy game is quite compelling, and the option to play either side is rather original. Not a lot of Megadrive games have really impressed me lately, but Star Control is a game that's well worth a look.

RICHARD LEADBETTER

CHENJESU BROODHOME

The Alliance's biggest ship, but not its best. Hold down B and the launches photon bombs forward which detonate when B is released. Hit C and it releases "puppies" which follow enemy ships and bump into them, draining all the fuel for their weapons with every bump!

▼ *Impressive weaponry..*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THRUST
TURN
SPEED
RANGE
DAMAGE
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CONTROL

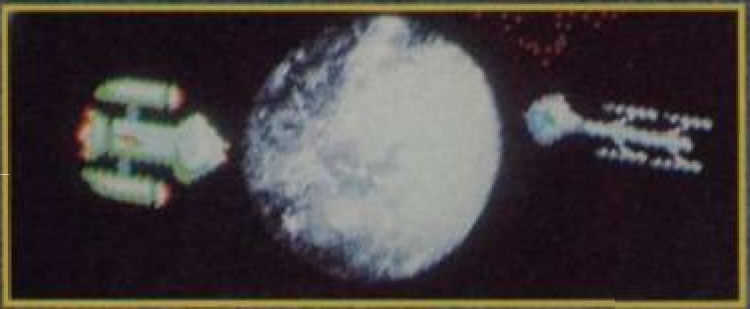
THE STRATEGY GAME

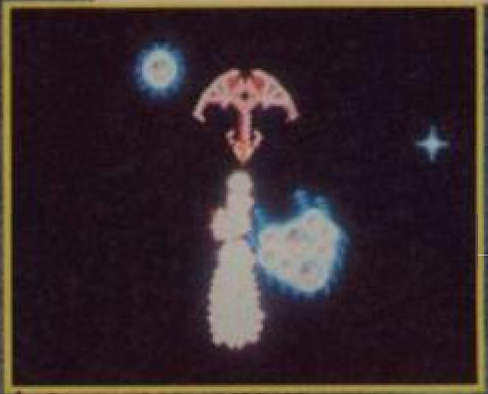
If you want something a bit more involved than a shoot 'em up, choose the Strategy option on the title screen. You are then presented with different scenarios

A spinning star map appears showing Alliance and Heirarchy forces, with their respective colonies and mining outposts. It's up to each side to capture all of the enemy's territory and destroy the enemy, ship by ship. The colonies and mines keep the ships staffed and fueled.

There are options to let you start the strategy game with the computer controlling your side's strategy while you fight the battles (PSYTRON) or vice versa (CYBORG).

▼ Battle of the Planets!

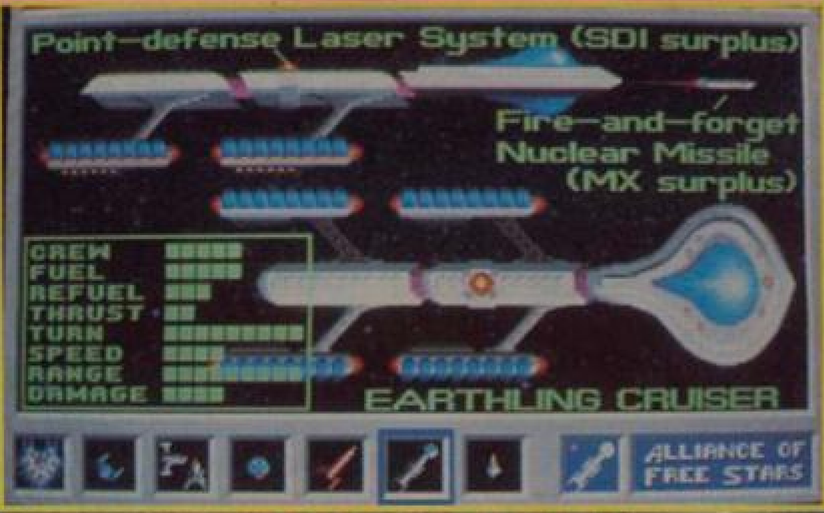




▲ A cosmic toasting!

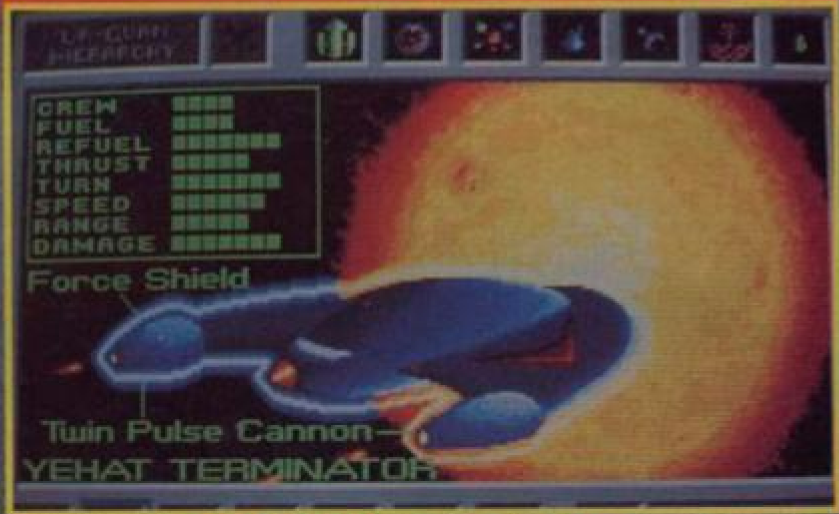
EARTHLING CRUISER

This ship has a pretty slow drive unit, but can turn quickly to fire its guided nuclear missiles. The missiles aren't too accurate, so it's a good job the Earthling ship is equipped with point-defence lasers which repel enemy shots. ***▼ A long-range attack craft.***


Point-defense Laser System (SDI surplus)
Fire-and-forget Nuclear Missile (MX surplus)
CREW
FUEL
REFUEL
THRUST
TURN
SPEED
RANGE
DAMAGE
EARTHLING CRUISER
ALLIANCE OF FREE STARS

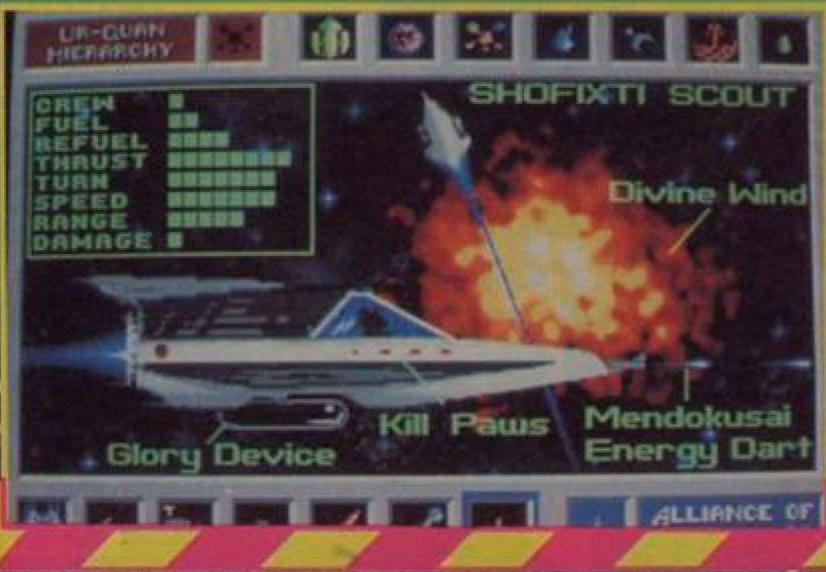
YEHAT TERMINATOR

Powerful guns (which sound suspiciously similar to an X-Wing fighter's cannon) and a protective shield make this one of the Alliance's best fighting craft. It's just a shame it's not as nippy as the Ariloulaleelay Skiff. ***▼ A deadly fighter...***


UR-QUAN HIERARCHY
CREW
FUEL
REFUEL
THRUST
TURN
SPEED
RANGE
DAMAGE
Force Shield
Twin Pulse Cannon
YEHAT TERMINATOR

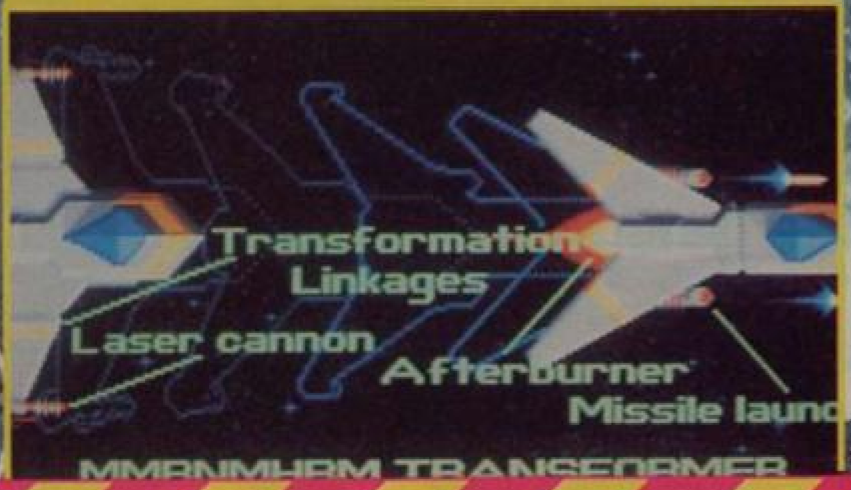
SHOFIXTI SCOUT

A very weak ship, with a small crew and a puny cannon. However, it is fitted with The Glory Device, which has to be primed by pressing C twice. Make sure you're right next to the enemy then press C again and the device blows the ship to smithereens, as well as inflicting heavy damage to anything nearby.


UR-QUAN HIERARCHY
CREW
FUEL
REFUEL
THRUST
TURN
SPEED
RANGE
DAMAGE
SHOFIXTI SCOUT
Divine Wind
Kill Paws
Mendokusai Energy Dart
Glory Device
ALLIANCE OF

MMRNMHRM X-FORM

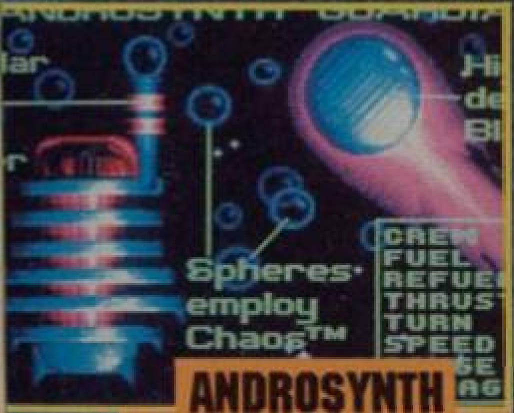
This ship can transform from a slow, but manoeuvrable craft with twin laser beams, to a fast but nigh-uncontrollable fighter which fires homing rockets. Make sure you always have enough energy to effect the transformation or you can get into trouble. ***▼ A swing-wing ship!***


Transformation Linkages
Laser cannon
Afterburner
Missile launc
MMRNMHRM TRANSFORMER

STAR CONTROL

CVG HIT

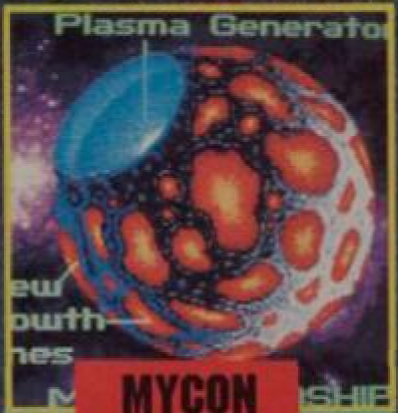
▼ Yikes!


Androsynth Guardian
Spheres employ Chaos™
CREW
FUEL
REFUEL
THRUST
TURN
SPEED

ANDROSYNTH GUARDIAN

One of the Heirarchy's poorer craft. The Guardian is very sluggish and is armed with a completely hopeless main weapon which releases a cloud of wandering acid bubbles.

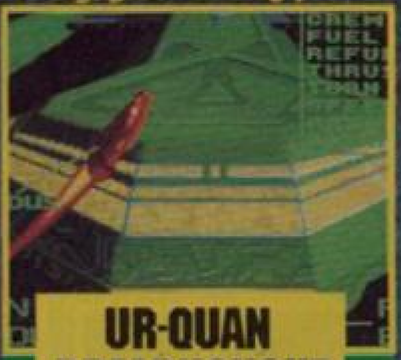
▼ This ship can grow its own crew!


Plasma Generator

MYCON PODSHIP

A huge, sluggish ship resembling a hollow meteor. Inside the ship is a plasma generator which shoots homing missiles made of balls of devastating energy.

▼ Big, green and ugly.


CREW
FUEL
REFUEL
THRUST
TURN

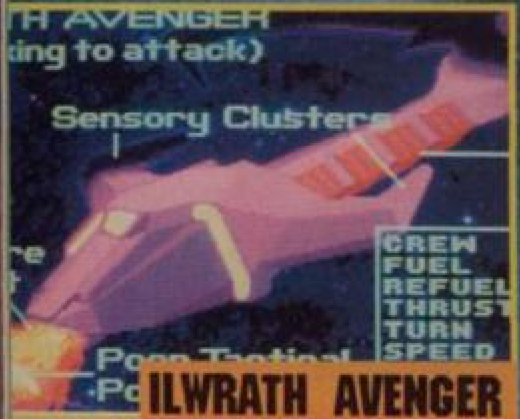
UR-QUAN DREADNOUGHT

Potentially the most devastating ship in the game, and it belongs to the Heirarchy. The Dreadnought is equipped with a forward-firing energy cannon but press the C button and a fleet of interceptors is launched from the hangar pods.

UPDATE

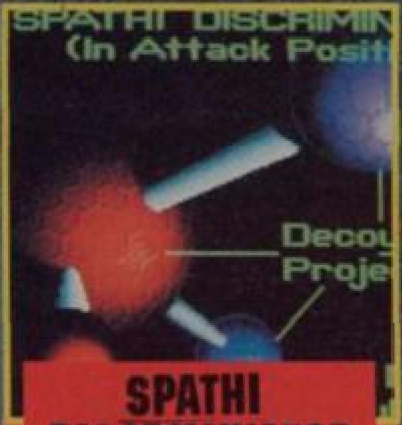
Star Control has been out on all other formats for quite a few months now, but even the Amiga version (which looks very similar to the Megadrive version) isn't as playable as this one, because it's cursed with loads of disk-swapping. If you've two drives, though, it's worth checking out.

THE UR-QUAN HEIRARCHY


Ilwrath Avenger (Cloaking to attack)
Sensory Clusters
CREW
FUEL
REFUEL
THRUST
TURN
SPEED

ILWRATH AVENGER

This certainly looks like a powerful craft, but it is quite slow and the flame weapon has a very short range so it is only a match for the fatsos of the Alliance fleet.


Spathi Discriminator (In Attack Position)
Decoy Projectile

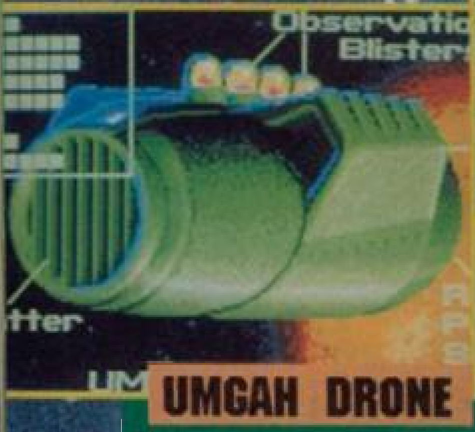
SPATHI DISCRIMINATOR

This craft may look clumsy, but it's one of the Heirarchy's fastest and most manoeuvrable ships.

Don't be fooled! This game may look like a pile of crud, but it's one of the most enjoyable Megadrive titles I've played in ages! There are all those weapons to play with, and a lot of the fun comes from learning the best way to use them, and which ships make the best opponents. With two players this process is unbelievably good fun, but be prepared for a lot of rude words as your ex-companion blows up your best ship! Even the computer player is good, especially if you play on either the medium or highest of the three levels. The easiest opponent doesn't use the special weapons, but the other two are so clever it's like playing a human. The graphics are adequate rather than great, but the sound effects are excellent - nearly all of them are sampled from SF movies or TV programmes. Anyone after something different from the usual scrolly-blast pap that's finished in a couple of days has just got to try Star Control. It's a whole new universe!

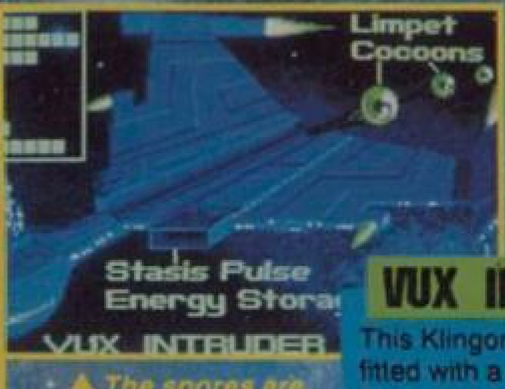
PAUL GLANCEY

▼ The vacuum cleaner of doom!


Observation Blisters
Antimatter

UMGAH DRONE

Not a very good ship because it's quite slow, and its weapon, a wide-beam antimatter ray, has a very short range.


Limpet Cocoons
Stasis Pulse Energy Storage
VUX INTRUDER

▲ The spores are potentially dangerous!

VUX INTRUDER

This Klingon lookalike is fitted with a long-range laser cannon, but isn't too manoeuvrable so that weapon isn't much use. However, you can even the odds by releasing green spores which home in and stick to the enemy ship, reducing his speed and manoeuvrability drastically.

MEGADRIVE	
GRAPHICS	80
SOUNDS	88
PLAYABILITY	91
LASTABILITY	90
OVERALL	90

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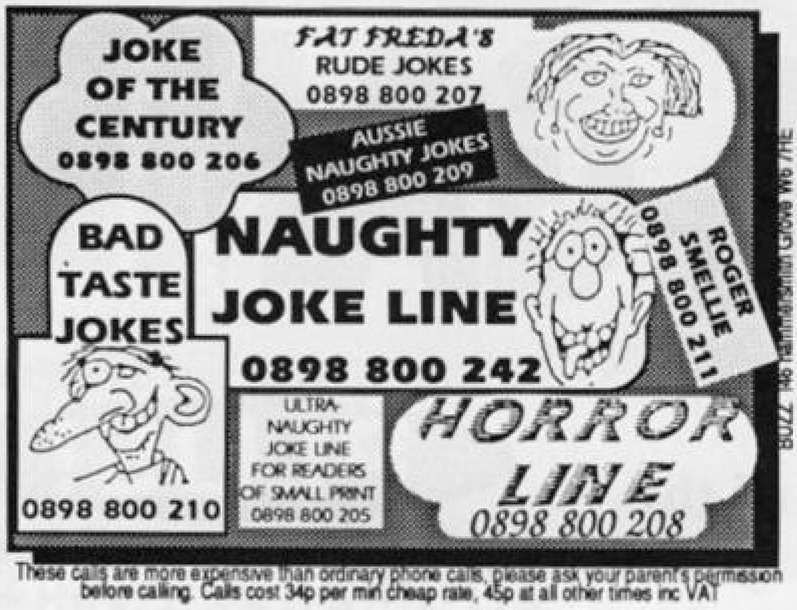

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- ☐ UNDER 10
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- ☐ 16-18
- ☐ 19-21
- ☐ 22-25
- ☐ over 25

ARE YOU:
- ☐ AT SCHOOL
- ☐ COLLEGE
- ☐ UNIVERSITY
- ☐ PART-TIME WORK
- ☐ FULL-TIME WORK
- ☐ UNEMPLOYED

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- ☐ AMSTRAD
- ☐ C64
- ☐ GX4000
- ☐ SPECTRUM
- ☐ GAMEBOY
- ☐ GAME GEAR
- ☐ LYNX
- ☐ MEGADRIVE
- ☐ MASTER SYSTEM
- ☐ NINTENDO
- ☐ PC COMPATIBLE
- ☐ PC ENGINE
- ☐ SUPER FAMICOM
- ☐ OTHER..

WHICH OF YOUR MACHINES IS LESS THAN SIX MONTHS OLD?...

WHICH MACHINES DO YOU INTEND TO BUY IN THE NEXT SIX MONTHS?..

WHAT ELSE DO YOU WANT FOR CHRISTMAS?

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WHICH COMPUTER GAMES DO YOU LIKE?
- ☐ ARCADE CONVERSIONS
- ☐ SHOOT-EM-UPS
- ☐ PLATFORM GAMES
- ☐ PUZZLE GAMES
- ☐ FILM/CELEBRITY TIE-INS
- ☐ ROLE PLAYING GAMES
- ☐ ARCADE ADVENTURES
- ☐ 3D ADVENTURES
- ☐ FLIGHT/BATTLE SIMULATORS
- ☐ TEXT ADVENTURES
- ☐ SOMETHING ELSE, NAMELY....................................

HOW MUCH POCKET/SPENDING MONEY DO YOU HAVE PER MONTH?
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- ☐ £10-20
- ☐ £20-30
- ☐ £30-40
- ☐ £40-50
- ☐ £50+

HOW MUCH MONEY DO YOU SPEND ON COMPUTER GAMES EVERY MONTH?
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- ☐ £10-20
- ☐ £20-30
- ☐ £30-40
- ☐ £40-50
- ☐ £50+

ON AVERAGE, HOW LONG DO YOU PLAY A GAME?
- ☐ ONE WEEK
- ☐ A FORTNIGHT
- ☐ A MONTH
- ☐ SIX MONTHS

WHAT MAKES YOU DECIDE TO BUY A GAME?
- ☐ REVIEWS
- ☐ COST
- ☐ ADVERTISING
- ☐ PACKAGING
- ☐ RECOMMENDATION
- ☐ OTHER, NAMELY..

WHAT ELSE DO YOU BUY?
- ☐ RECORDS/TAPES
- ☐ COMICS/MAGAZINES
- ☐ SWEETS/CRISPS
- ☐ POP
- ☐ CLOTHES
- ☐ OTHERS, NAMELY..

APART FROM COMPUTER GAMES, WHAT DO YOU DO IN YOUR SPARE TIME?
- ☐ WATCH TELLY
- ☐ HIRE VIDEOS
- ☐ LISTEN TO RECORDS
- ☐ GO SHOPPING
- ☐ GO TO THE CINEMA
- ☐ GO TO CONCERTS
- ☐ PLAY SPORTS
- ☐ SOMETHING ELSE..

IF YOU WERE OPENING A BANK ACCOUNT, WHO WOULD YOU BANK WITH?
- ☐ NATWEST
- ☐ MIDLAND
- ☐ BARCLAYS
- ☐ LLOYDS
- ☐ GIROBANK
- ☐ OTHER, NAMELY..

HOW OFTEN DO YOU GO TO THE CINEMA?
☐ ONCE A WEEK
☐ ONCE A FORTNIGHT
☐ ONCE A MONTH
☐ ONCE A YEAR

WHICH OF THESE FILMS WOULD YOU GO TO SEE (IF THEY WERE MADE)?
☐ TURTLES 2
☐ ROBOCOP 3
☐ PREDATOR 3
☐ ALIENS 3
☐ GHOST 2
☐ STAR WARS 4
☐ GREMLINS 3
☐ ET 2
☐ INDY 4
☐ BACK TO FUTURE 4

WHAT'S THE BEST MOVIE YOU'VE SEEN ON VIDEO RECENTLY?..

WHAT SORT OF MUSIC ARE YOU INTO?..................

THE MAGAZINE

WHICH OTHER MAGAZINES DO YOU READ/BUY?
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☐ AMIGA ACTION
☐ AMIGA COMPUTING
☐ AMIGA FORMAT
☐ AMIGA POWER
☐ ATARI ST USER
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☐ CRASH
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☐ NEW COMPUTER EXPRESS
☐ PC LEISURE
☐ POPULAR COMPUTING WEEKLY
☐ RAZE
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☐ ST ACTION
☐ ST FORMAT
☐ THE ONE AMIGA
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☐ CONTENTS
☐ ED FIRST
☐ NEWS
☐ REVIEWS
☐ PREVIEWS
☐ YOB'S MAILBAG
☐ CVG CHALLENGE
☐ CHEAT MODE
☐ SADIE'S SCORERS
☐ CHARTS
☐ COMPETITIONS
☐ ARCADE ACTION
☐ NEXT MONTH

IS THE TEXT IN CVG REVIEWS
☐ TOO SHORT
☐ TOO LONG
☐ JUST RIGHT

ARE CVG REVIEW RATINGS
☐ TOO LOW
☐ TOO HIGH
☐ JUST RIGHT

ARE THE SCREEN SHOTS
☐ TOO BIG
☐ TOO SMALL
☐ JUST RIGHT

IS THE RATING SYSTEM
☐ JUST RIGHT
☐ REASONABLE
☐ POOR

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☐ GREAT
☐ OK
☐ POOR

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IS CVG'S 8-BIT COVERAGE
☐ TOO LOW
☐ TOO HIGH
☐ JUST RIGHT

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☐ TOO LOW
☐ TOO HIGH
☐ JUST RIGHT

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☐ TOO LOW
☐ TOO HIGH
☐ JUST RIGHT

FAMICOM COVERAGE
☐ TOO LOW
☐ TOO HIGH
☐ JUST RIGHT

HANDHELD COVERAGE
☐ TOO LOW
☐ TOO HIGH
☐ JUST RIGHT

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IF NOT, WHY NOT?...

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ARCADE ACTION

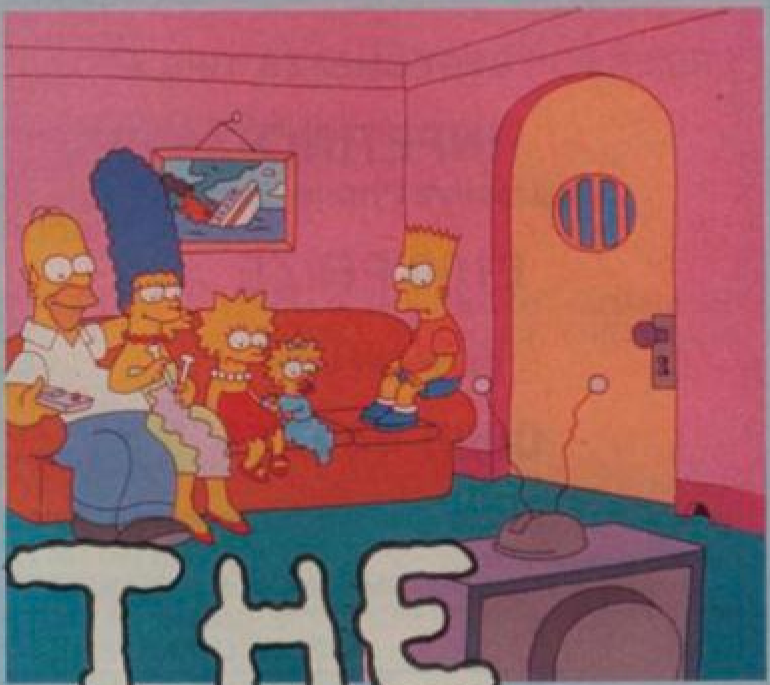
That wild 'n' wacky family, the Simpsons have just appeared in their very own coin-op - and it's just as nutty as their television programme!

The plot revolves around baby Simpson Maggie, who's been abducted by a group of jewel thieves. The only thing for it is for the rest of the family to go and rescue her from the clutches of the evil hoodlums.

Up to four players can participate, with each member of the Simpsons family selectable for battle. The mission of mercy is split into a variety of levels which run across the length and breadth of Springfield; addicts of the TV series will instantly recognise such locations as the funfair, the park, the main street and even Moe's Tavern!

Each level is packed full of hoodlums all out to nobble the heroic Simpsons and wear down their energy bars. Fortunately, each member of the family carries a weapon with which to dispatch the baddies - so beat 'em up skills are the order of the day.

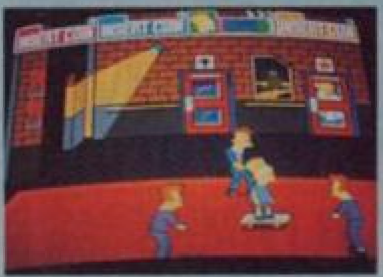
As with all games of this type, at the end of each level lurks a giant guardian who must be duffed over to progress onwards. At the end of level one there's a giant wrestler - next up is one of Krusty the Klown's minions. On the final level is the boss of the jewel thieves; defeat him and Maggie is rescued!

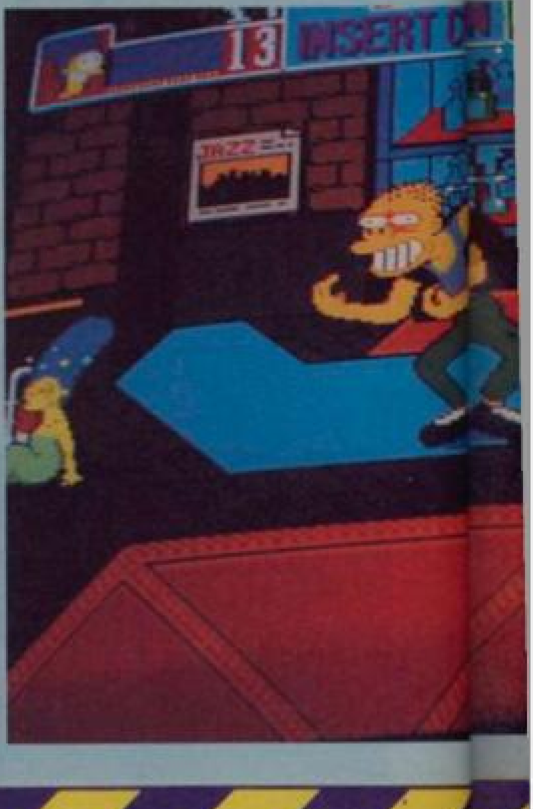


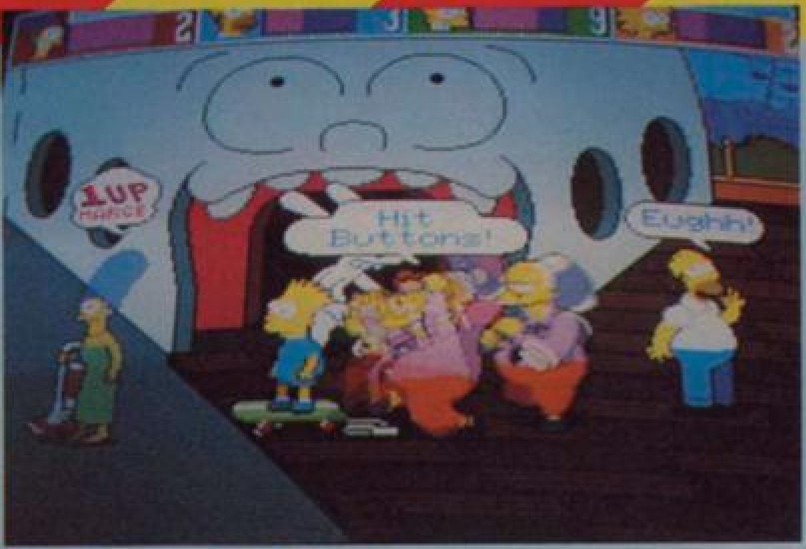
THE SIMPSONS

Similar in concept to the Turtles coin-op (hardly surprising, since it's designed to go into old Turtles cabinets), The Simpsons is nevertheless a thoroughly enjoyable game. The graphics are absolutely marvellous, from the brilliant movie-style *introductory* sequence showing Maggie's abduction to the in-game graphics, it's just like playing a cartoon. There are so many neat touches - just watch the expressions and reactions of the characters as they do battle, they're hilarious. The sound effects are also excellent - all sampled from the cartoon - and there's a version of the Simpsons tune thumping away maniacally in the background, which adds greatly to the frantic atmosphere. Add this all together, and mix in the mega-addictive gameplay and you've got a coin-op that offers loads of fun... and keeps you pumping in the credits!

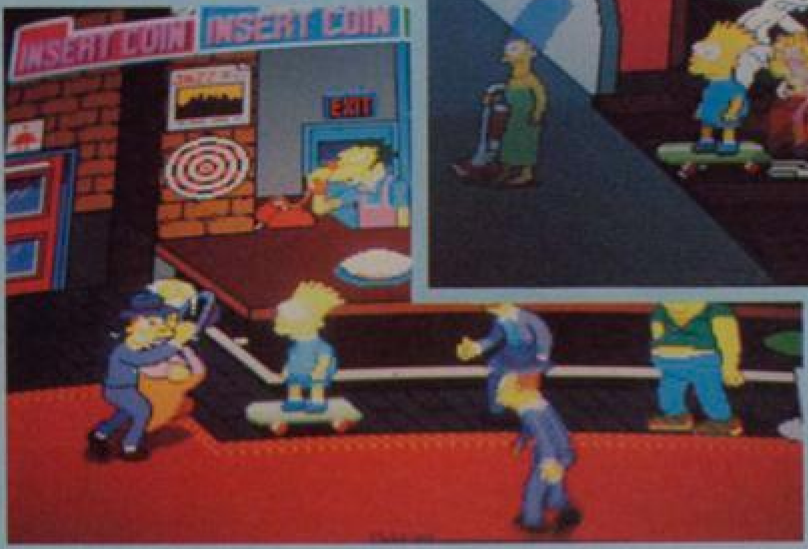
EL JAZZO RIGNALL



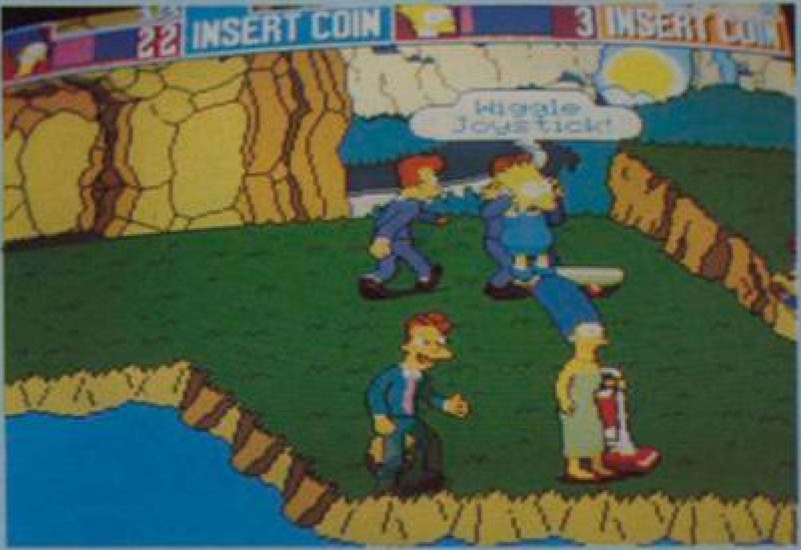



1UP
MARGE
Hit Buttons!
Eughh!

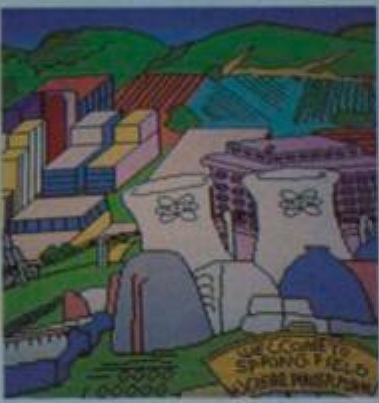
SCORE RANKING
6 TNC 41
7 SIM 37
8 MAT 33
9 FOX 20
10 KON 19

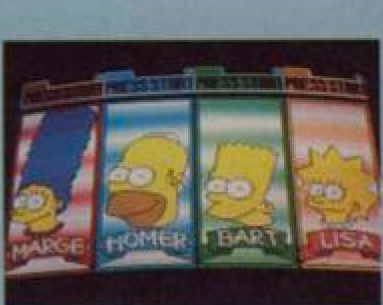

INSERT COIN
INSERT COIN
EXIT

MATT GROENING


22 INSERT COIN
3 INSERT COIN
Wiggle Joystick!

6 INSERT
Who the hell are you?


WELCOME TO SPRINGFIELD


MARGE
HOMER
BART
LISA

MEET THE SIMPSONS

Want to know more about this ker-a-zee family? Well, here goes...

HOMER

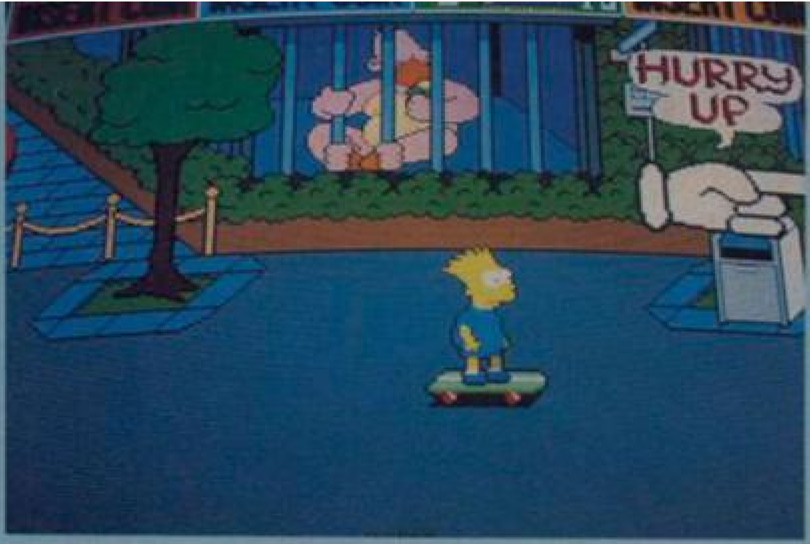
Normally baldy-boy Homer is the definitive couch potato - but a crisis has occurred and he's ready to fight... and fight dirty!

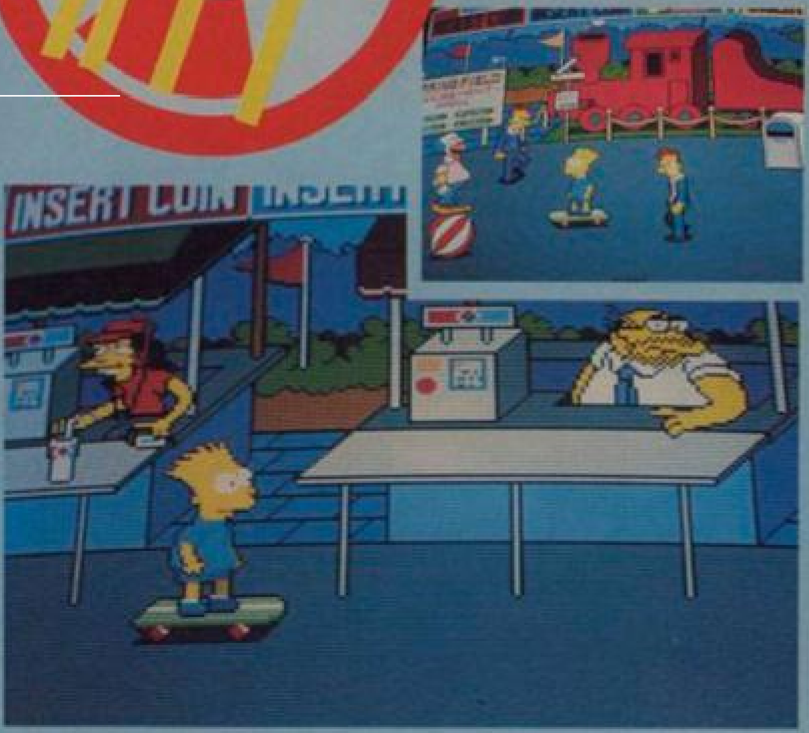
MARGE

Armed with a hoover to suck the baddies into the middle of next week, mother Simpson is a fearsome sight with her giant blue beehive!

ARCADE ACTION

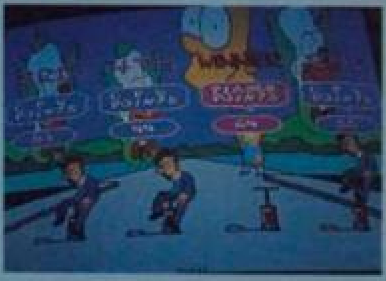
CVG HIT



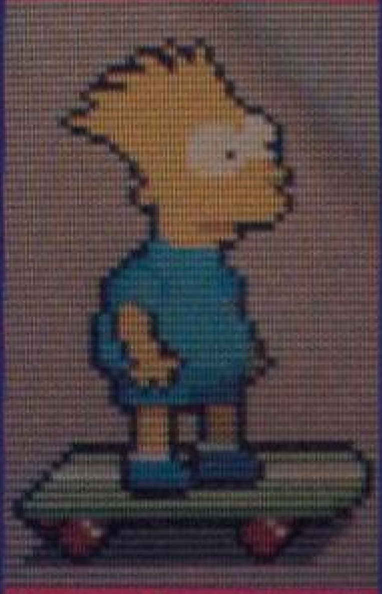


BALLOON BLOWING BALONEY

Between levels there's a brill bonus bonanza - balloon blowing! The four players line up and they have to press their fire buttons as quickly as possible to inflate their balloon. The first to do so gets bonus points - the rest see their inflatables explode in their faces!

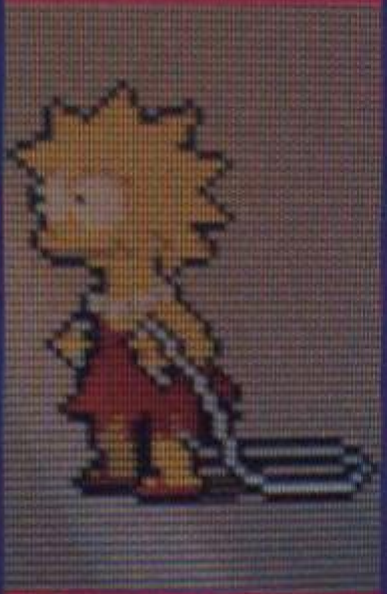


BART

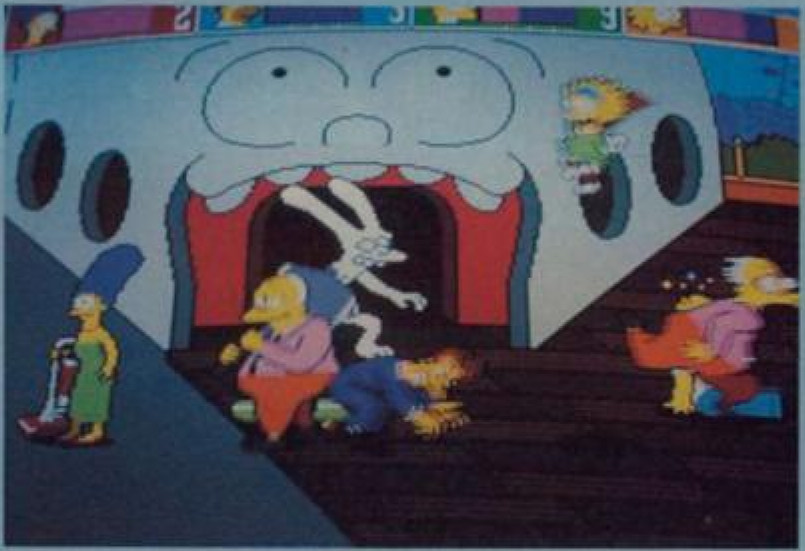


Everyone's favourite juvenile delinquent is armed with a skateboard with which to whack the bad guys about the head and shoulders!

LISA



It's skipping rope violence Lisa dishes out when the hoodlums approach - she's deadly at lashing out with it!



ARCADE	
GRAPHICS	93
SOUNDS	93
PLAYABILITY	94
LASTABILITY	89
OVERALL	91

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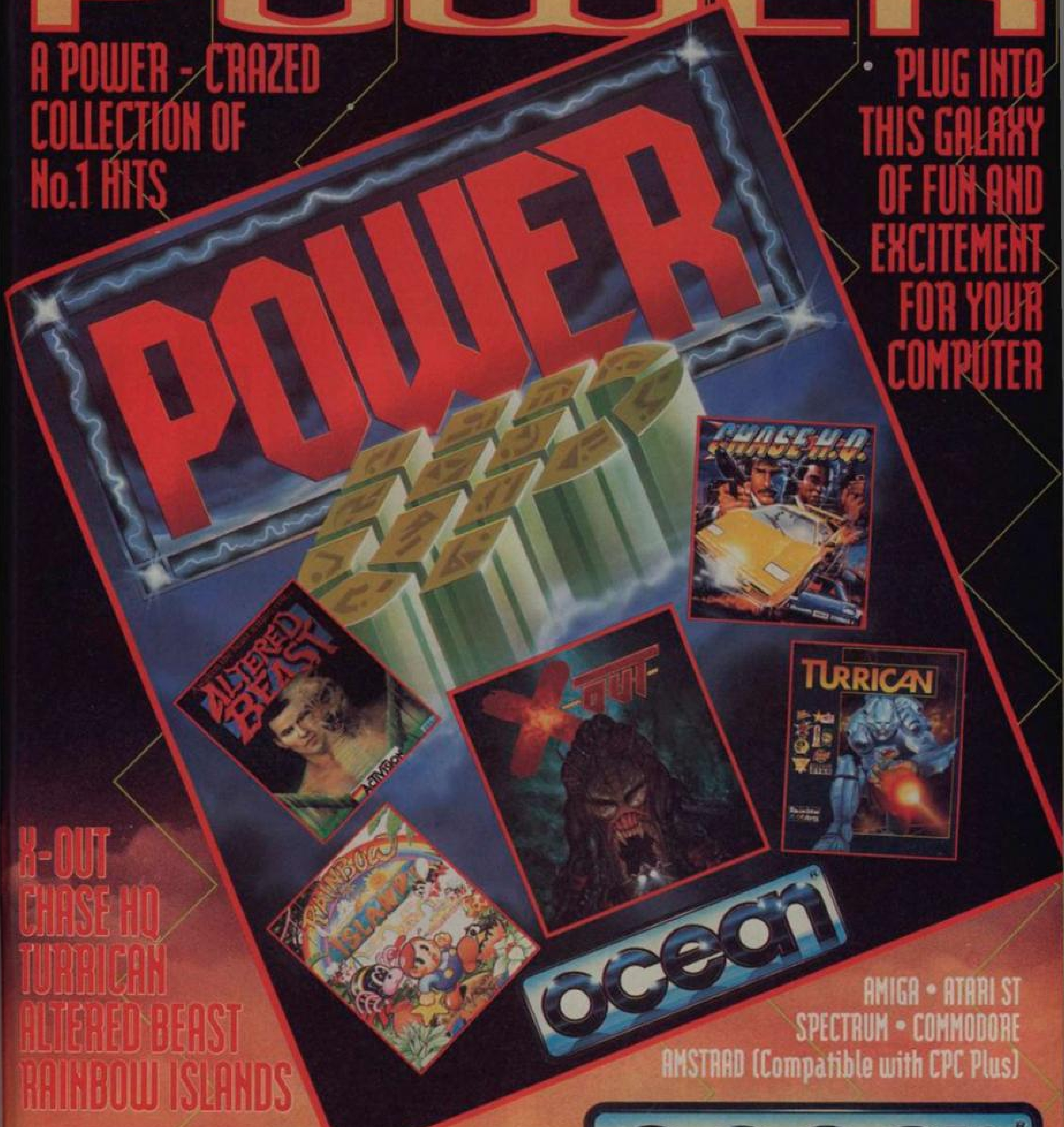
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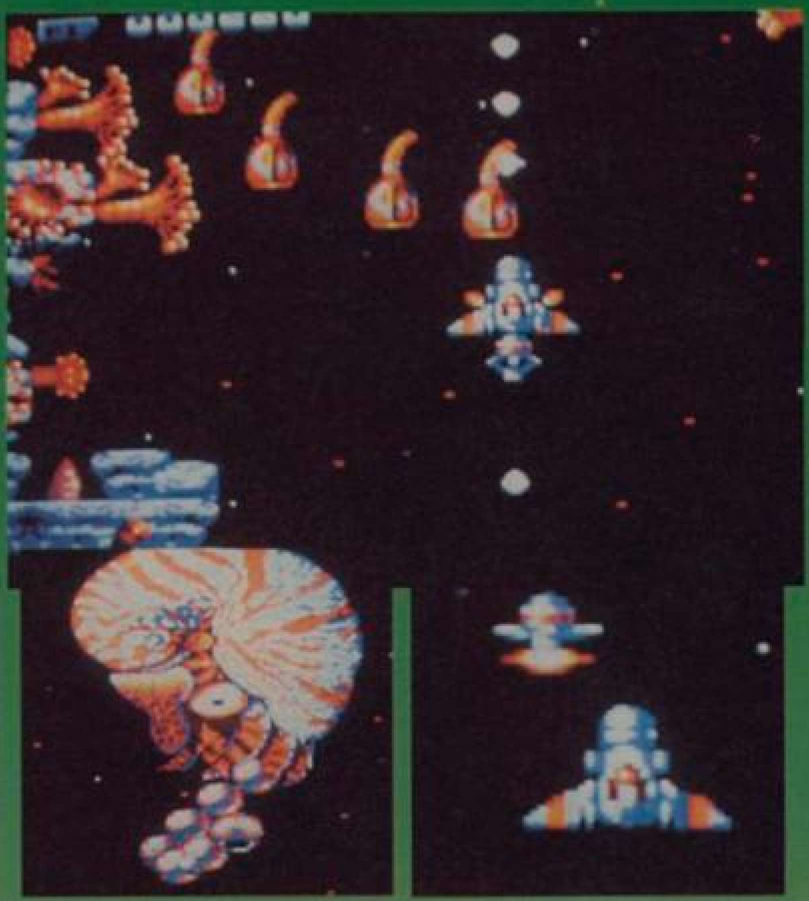
PREVIEW

VERSION	DATE	PRICE
MASTER SYSTEM	SEPTEMBER	£29.99



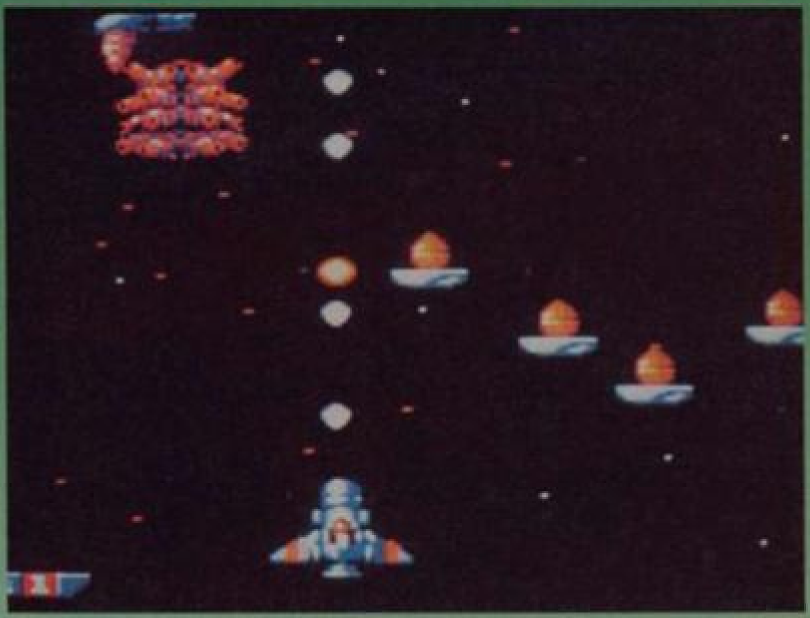
XEN

MEGAB

Sega owners aren't exactly well catered for when it comes to vertically scrolling shoot 'em ups (Powerstrike is probably the only decent one that comes to mind). Not to worry though, because Mirrorsoft are set to redress the balance with the release of Xenon 2: Megablast!

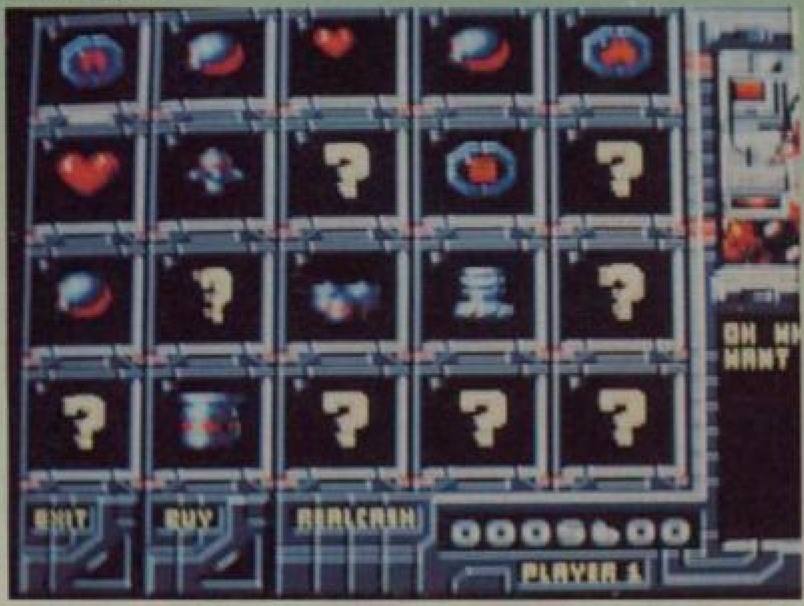
The aim of the game is pretty simple. Travel along the vertically scrolling play area roasting and a-toasting Xenite posterior with the aid of your attack fighter. Loads of pick-ups are on offer, ranging from heavy duty lasers to cannons and missiles. There are also the less interesting icons like the speed-up and smart bomb, made available simply by blasting away at the icon-carrying Xenites!

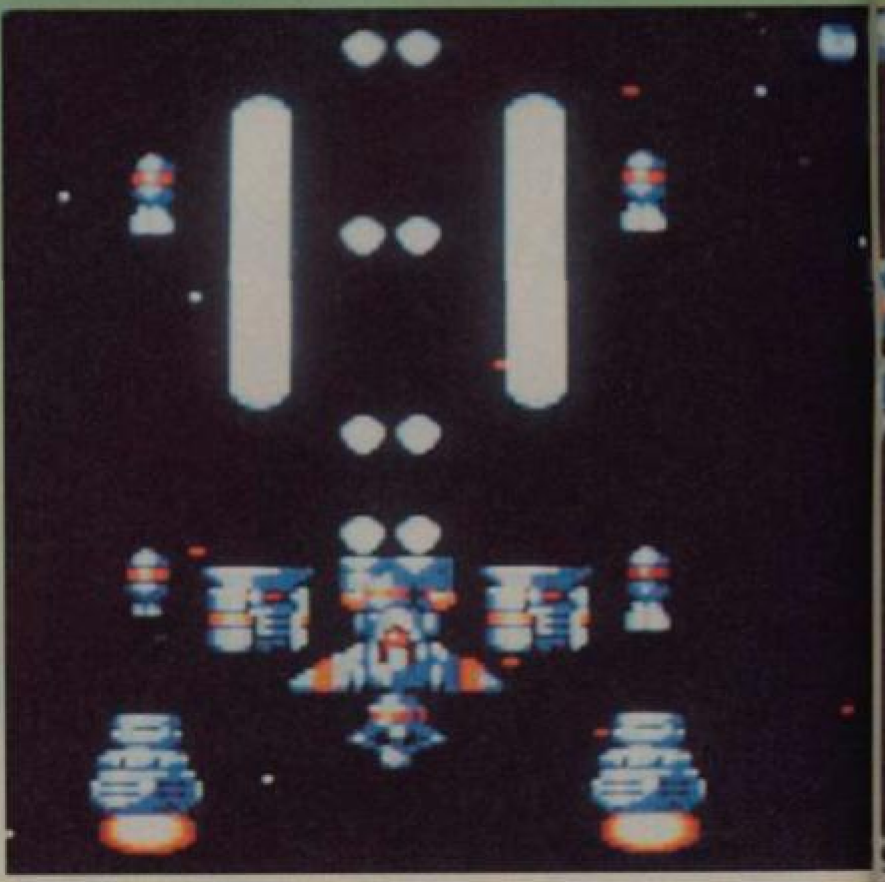
Mirrorsoft reckon that the finished game will be ready for a September release, and from what we've seen the game looks completely brill! Expect to see a review of the finished package as soon as possible.

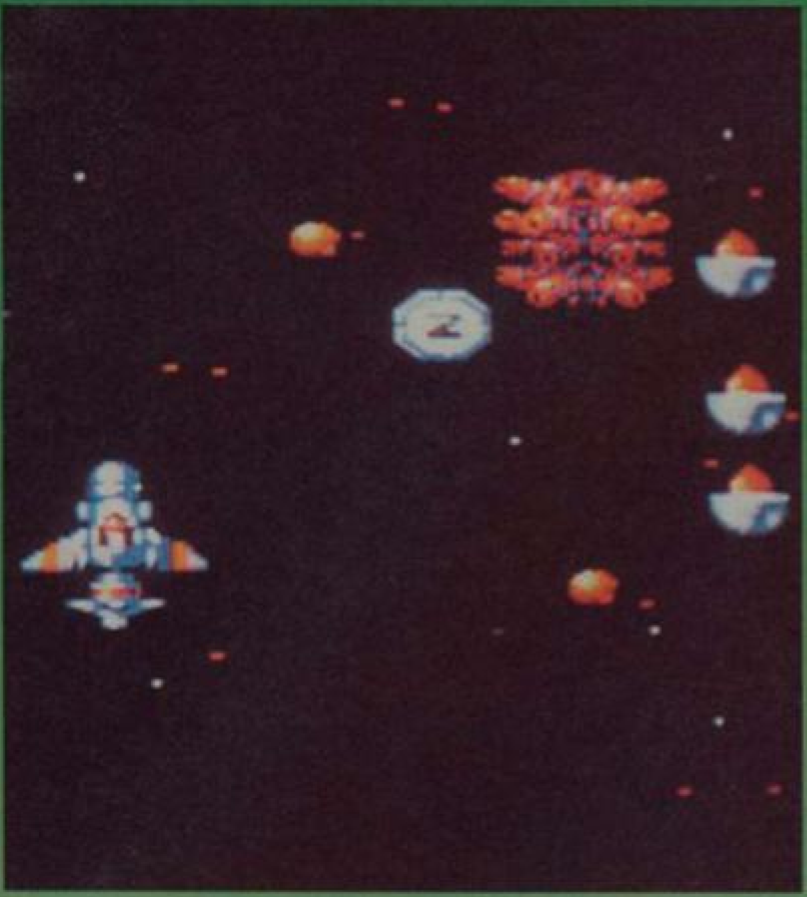


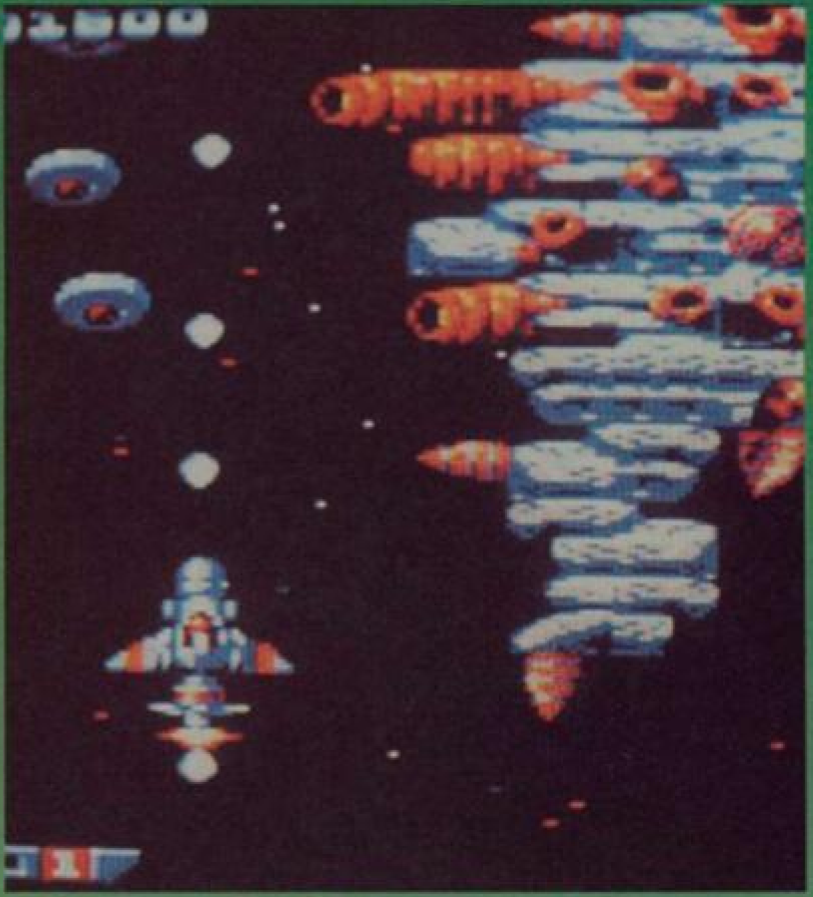
MEGABLAST VENUES

The original Amiga blast had five levels of blasting action, but due to memory restrictions only the best three can make it into the Sega cartridge. The idea is that the evil Xenites have planted time bombs in various stages of the Earth's past, and our time-travelling attack craft has to rescue history by annihilating each bomb in turn. But the Xenites aren't going make things easy...







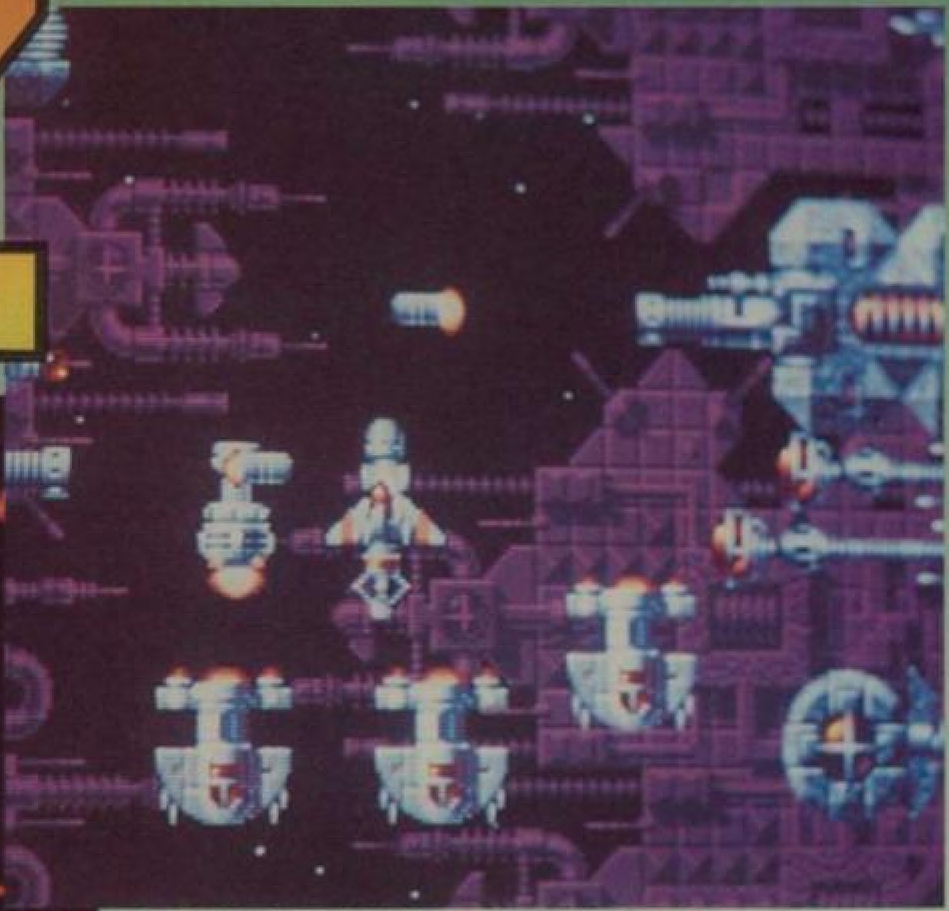


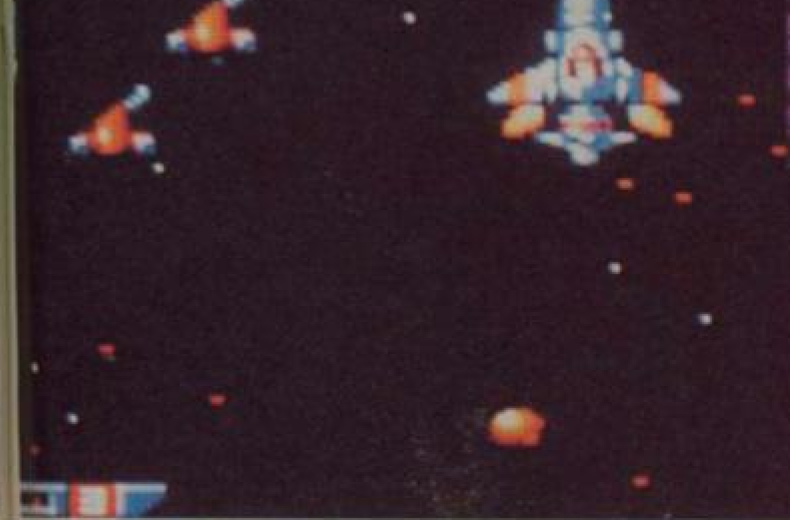
ION 2

ABLAST

EXPLOSIONS 'R' US

At the end of each level, after the player has seen off a massive boss, a trip to the shop occurs. Here, the player can buy new weapons systems as well as sell off all of the obsolete systems. Side-fire, rear-fire, mines, drones, extra energy, massive lasers and cannons can all be purchased - if you've got the necessary wonga!





THE COMPARISON QUESTION

The ST and Amiga versions of Xenon 2: Megablast fared extremely well when they were first reviewed in CVG, scoring a massive 95% and 96% respectively! From the pre-production Sega version we've seen, the graphics look extremely close to the 16-bit originals, with the action only slowing down when there are a lot of sprites and bullets on-screen at the same time. There's also a surprisingly small amount of flicker as well!

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PRINCE of PERSIA

PREVIEW

VERSION	DATE	PRICE
MASTER SYSTEM	TBA	£ TBA

Princely Master System games freaks are in for a treat - the brilliant Prince of Persia will be taking a bow on a Sega near you soon!

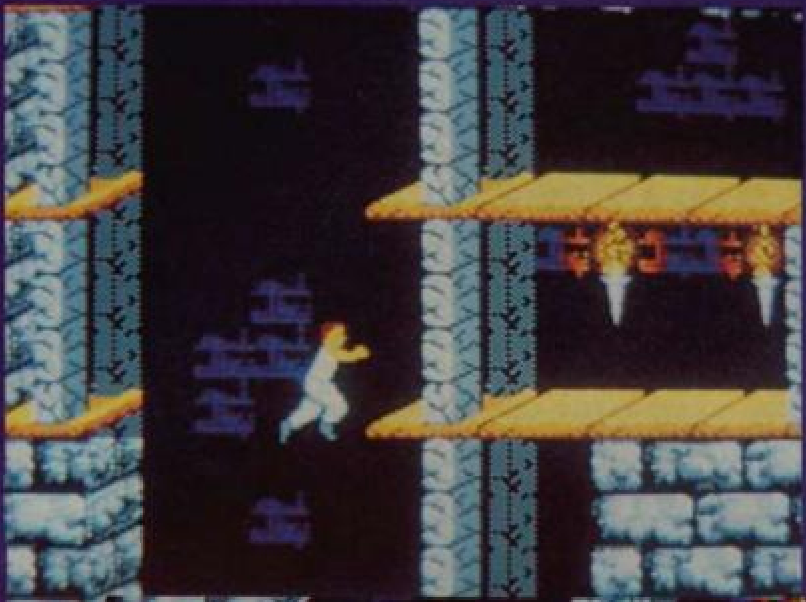
Converted by Domark, publishers of the original sword-and-puzzle computer classic, this console conversion is looking very good indeed and (dare we say it?) actually better than the original.

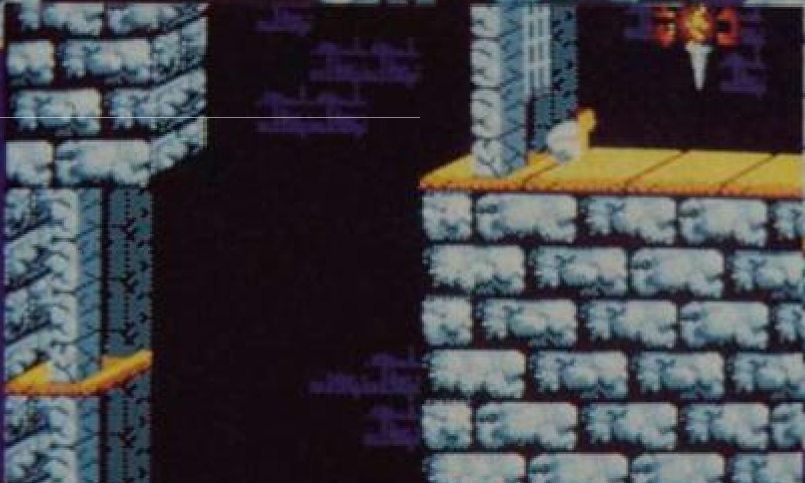
Taking the role of a rather dashing young hero, run, jump and fight your way through screen after screen of puzzles, traps and bad guys to rescue the Princess from the nasty old Grand Vizier Jaffar.

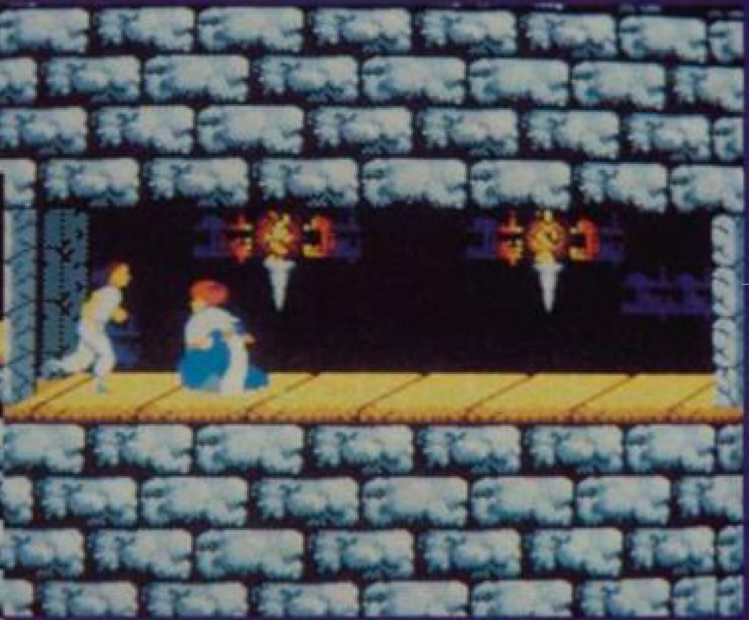
She's trapped in her room high in the palace tower and you've been stripped of your sword and thrown in the dungeon. If you want to live happily ever after, you've got to get to that Damsel before the Sultan marries her...

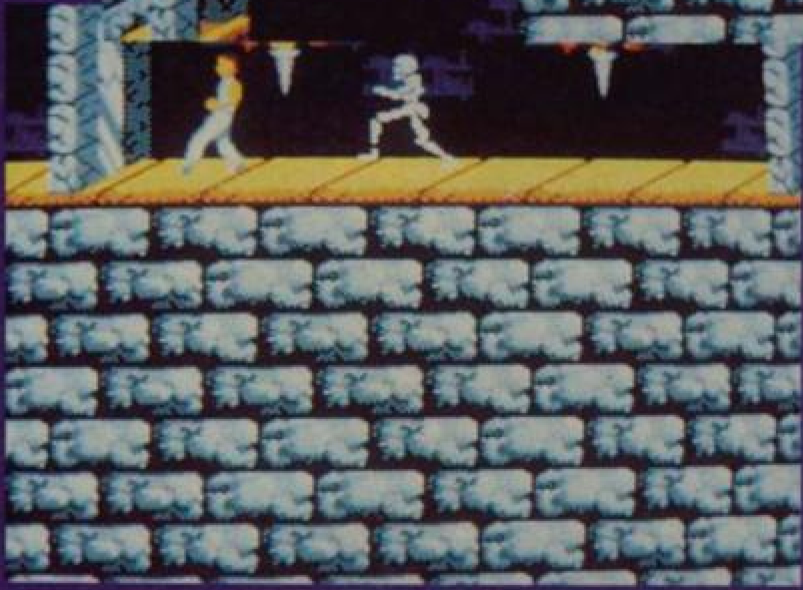
The main strengths of the original Prince of Persia were its stunning animation and great playability. Work is now well under way on the Master System version and from what we've seen the results are looking absolutely brill.

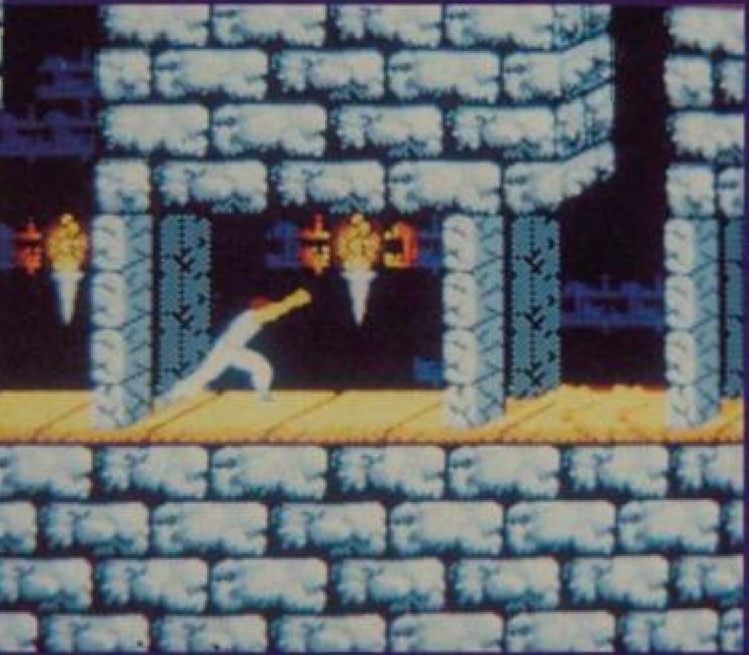
Domark have paid a lot of attention to the graphics and spent some serious time making sure the game feels the same. We think this could be a very strong title for the MS, so watch this space for more news as soon as...











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VERSION	DATE	PRICE
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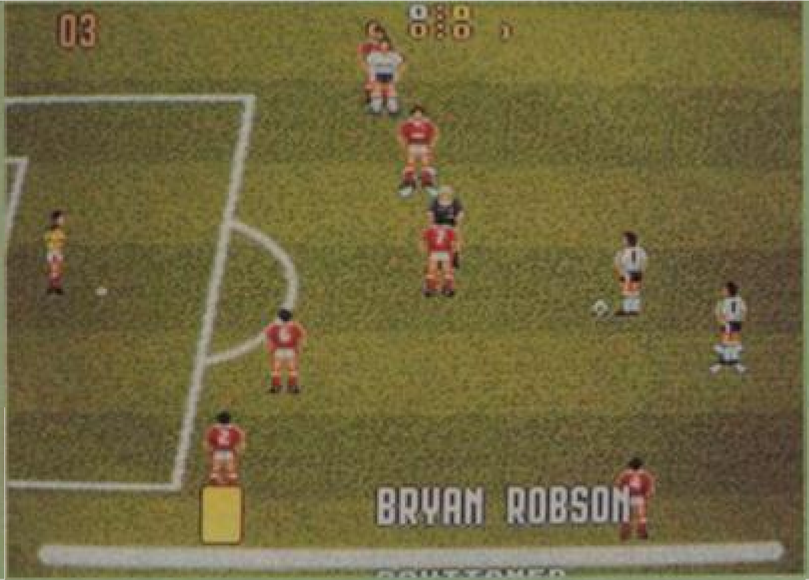
ST	JULY	£ 25.99
C64	JULY	£ 9.99
SPECTRUM	JULY	£ 9.99
AMSTRAD	JULY	£ 9.99

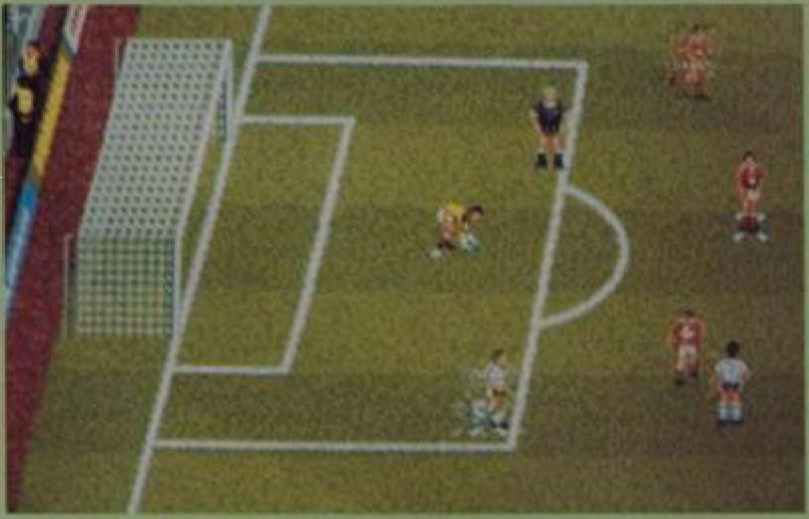
MANCHESTER UTD EUROPE

KRYSALIS

After their success with the original Manchester United game (and the aforementioned team's recent success in the European Cup Winner's Cup), Krysalis are now set to repeat the glory with the imminent release of Manchester United Europe.

Viewed in a similar fashion to the original, this new footy spectacular has vastly improved audio-visuals (the crowd constantly cheer or murmur, depending on how the action is going) and the choice of teams available includes all the teams selected to go into Europe's major football tournaments next year!

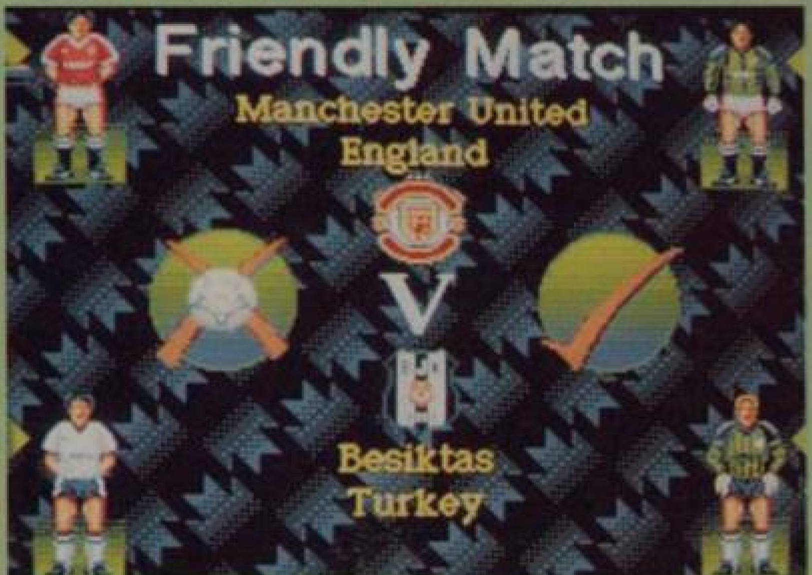


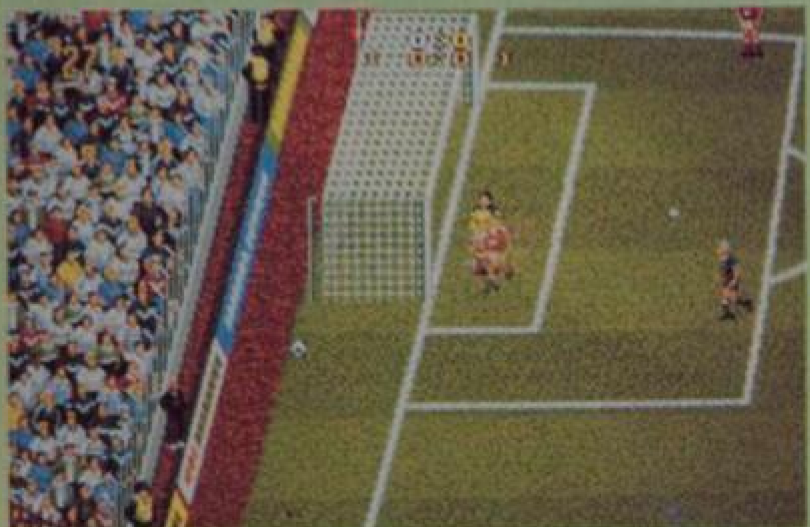


MUE also has an Kick Off 2-style aftertouch option, giving improved ball control as well as almost-pinpoint accuracy for corners, throw-ins, and free kicks and the ability for headers and volleys!

Penalties are also awarded for fouls inside the six-yard box, and yellow and red cards are dished out for players who can't keep their boots to themselves! If a player is injured badly enough, he can be substituted for one on the bench.

Unfortunately, MUE arrived at CVG Central too late for a full review this issue, but rest assured we'll be having a close look at this next month. The question remains - does Kick Off 2 have anything to fear? Find out soon!





PREVIEW

VERSION	DATE	PRICE
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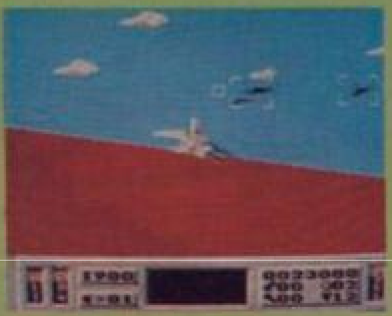
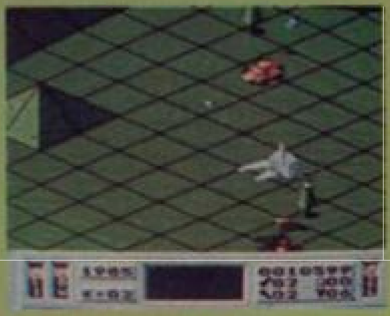




CAPTAIN SKYHAWK

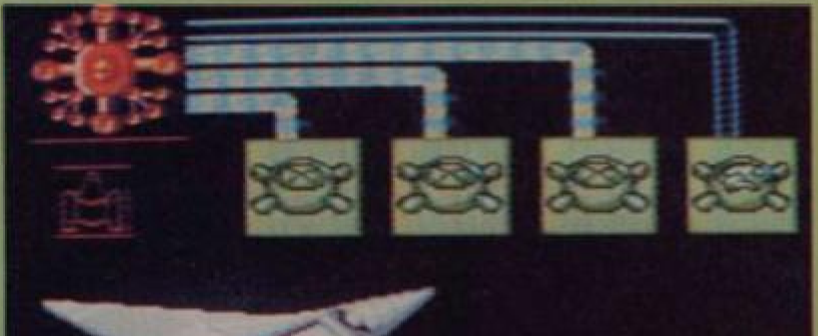
Of all our brave flyboys, one man stands out from the crowd: it's Captain Skyhawk! With a chin to out-square the best of them, he's the one to be chosen to take his Tomcat out for a spin and blast those alien rotters who have decided that Earth is a bit shagged out and should be ripe for the taking.

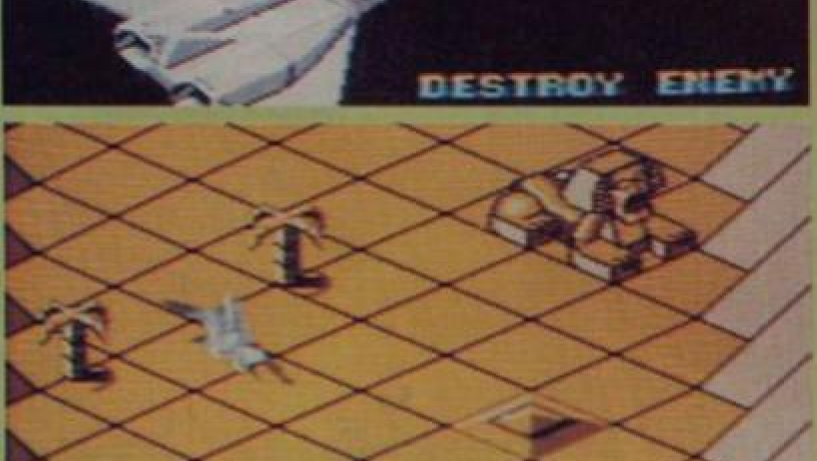
Whether they're right is up to you in this five-level alien bashing spectacular. Each level consists of three stages, the first being an air-to-ground vertical shoot 'em up. Complete this and it's off into the blue skies for an Afterburner-esque blast. Then comes a tricky docking procedure requiring pixel-perfect accuracy unless you want to be so much dog food and metal shards.

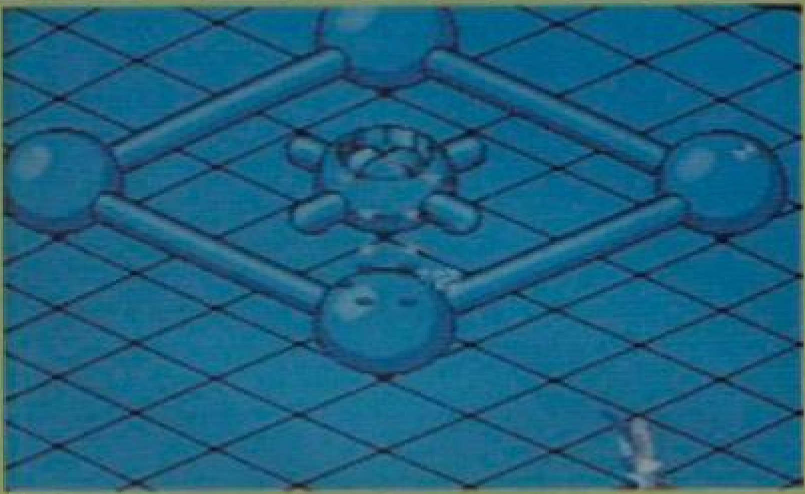
Once you're safe inside HQ, it's toddle-down-to-the-shops time with any credits earned whilst in battle to buy a load of missiles, before you're ejected back into the wide, blue yonder to do the same again!

This latest release from ex-Ultimate chaps Rare has to be something special to continue the company's tradition of high-quality releases.

Whilst most blasters start off relatively simple and become more difficult as you go, Captain Skyhawk seems to do exactly the opposite and becomes easier as you progress! Strange.

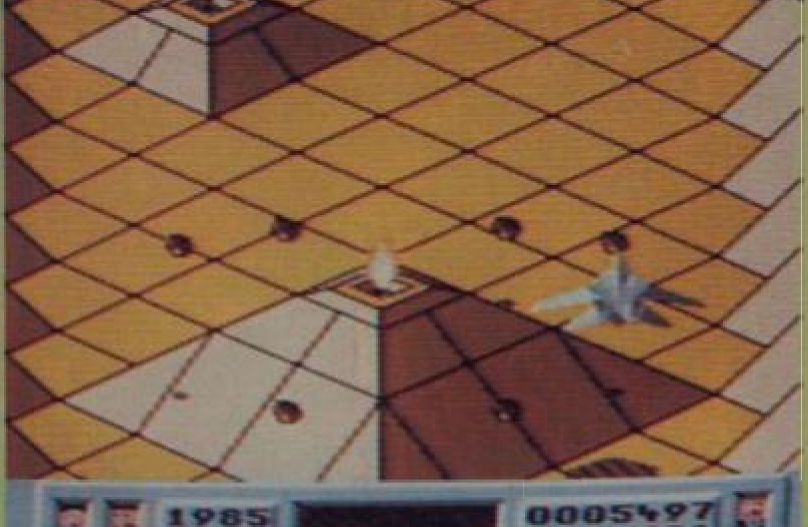






One of the biggest complaints about Afterburner was the lack of things to do apart from shoot planes out of the sky, making it a bit of a lame horse in the long-term playability stakes. But why waste a good idea just because it fell flat on its face as a stand-alone shoot 'em up? The programmers of Captain Skyhawk have simply squashed the full game down and made it into just one stage of their blaster.

This Elite-inspired stage sees the sweaty-palmed player lining his aircraft up with the entrance to the revolving space station in order to spiral toward and into it without scraping the sides. And if that's what you do, you'll need more than a few licks of paint and a sticky plaster to cover the scratches!



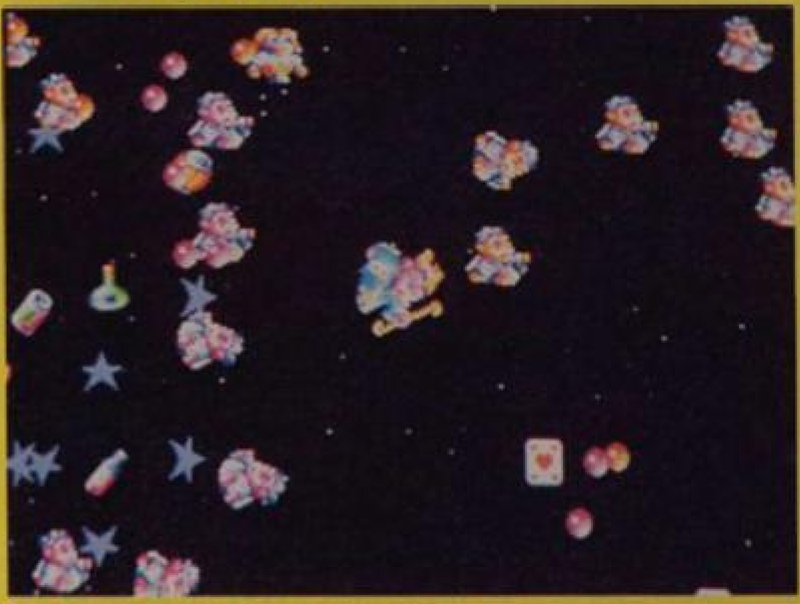
VERSION	DATE	PRICE
AMIGA	TBA	£ TBA

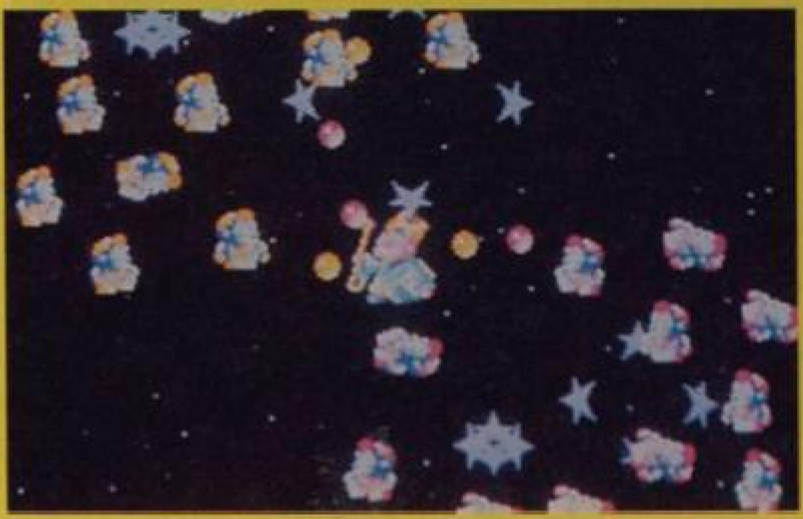
GALACTIC
THE VISION GAME

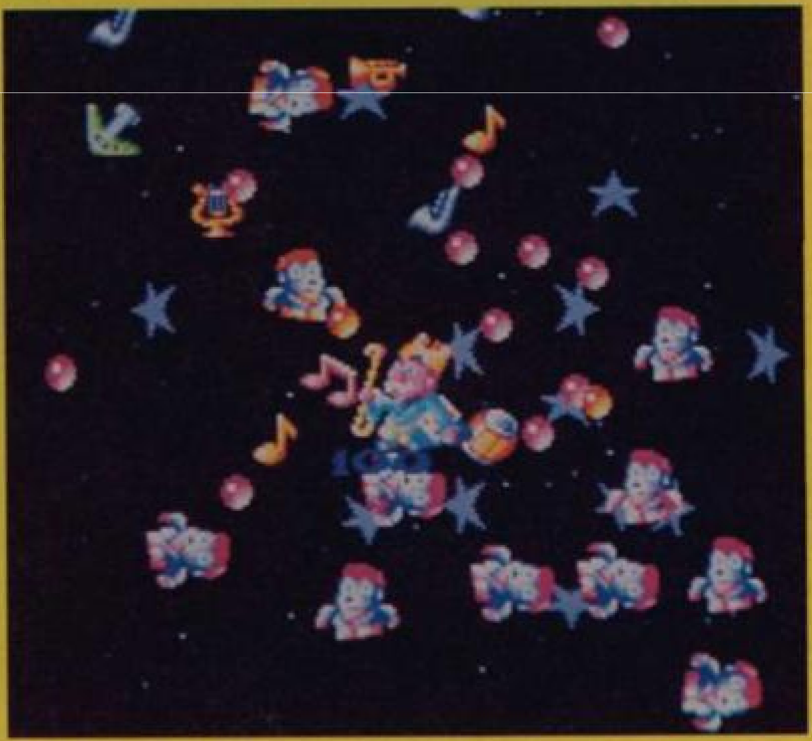
STAVROS FASOULAS

All's been quiet from Finland's foremost coder since 1988, when he impressed the C64-owning public with the brilliant ball-rolling Que Dex (Quest for Ultimate Dexterity). Now, Stavros Fasoulas is about to amaze the Amiga owners of 1991 with Galactic: The Vision Game.

There isn't much of a scenario as such. The player adopts the role of a king in a distant galaxy who gleans much amusement from playing the Galactic game. There is no certain goal: just fast, frenetic action as you guide your king, blasting all-and-sundry with explosive playing cards of doom. The aim is just to survive as long as possible!



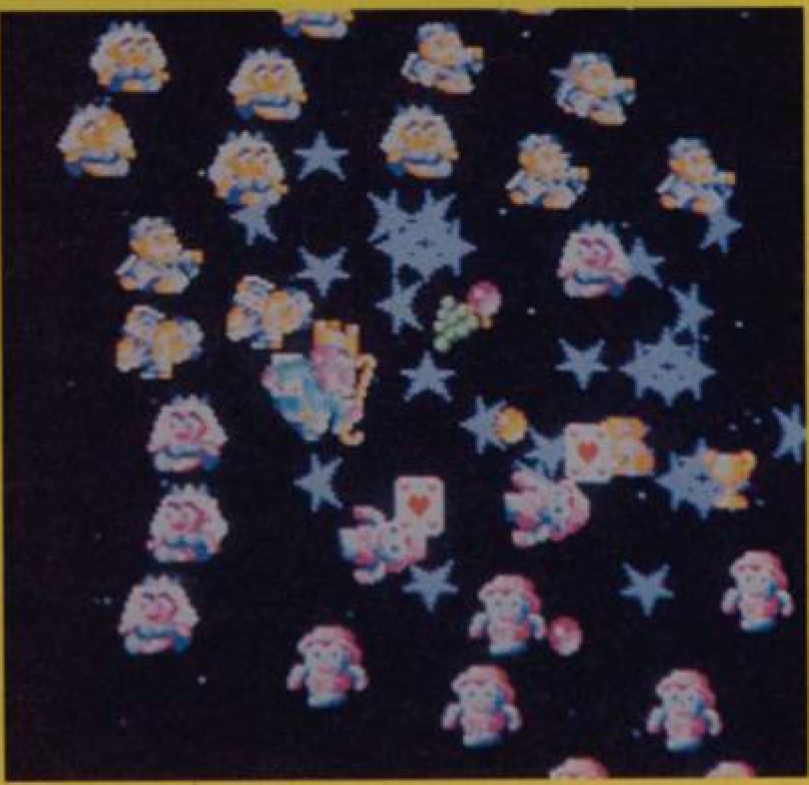




Galactic has been in production for seven months now and most of the graphics and gameplay are complete. Stavvy's managed to coax this Amiga game into running at 50 frames a second (that's as fast and smooth as most coin-ops) and there's usually over 50 sprites on-screen at once.

From the look of the screenshots, Galactic looks like a very busy game and we're led to believe that it's one of the fastest games ever (Stavros reckons it's faster than both Defender and Stargate!). In order to keep the action fast and fluid Galactic is a single load game, so there's no waiting around for new levels to be loaded in!

Galactic promises to be one of the most playable games ever to hit a 16-bit machine and we look forward to receiving a finished copy!



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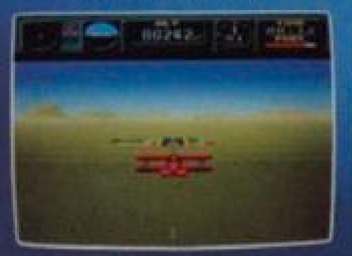
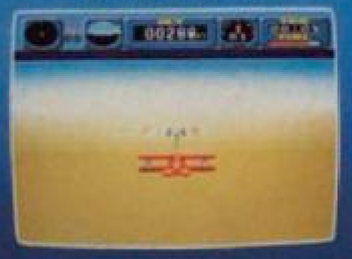
Advance Console Entertainment offers an easy entry into this domain with a recognised performance upgrade known as the 'Advance Colour Enhancement'.

Due to the incorrect display of colour and sound on the standard PAL I and Scart modified Super Famicom you can now with the use of the modified CH1-CH2 switch (found at the back of the machine), select between the standard mode and the Advance Colour Enhancement mode for what is ultimately a stunning difference.


STANDARD MODE


ADVANCE MODE

Thanks to a dynamic research and development team providing up to the minute technology with high performance products, Advance Console's Super Famicom is surely superior to any other.

The Advance Colour Enhancement mode is exclusively designed by, and available only from, Advance Console Entertainment.

ADVANCE
CONSOLE
ENTERTAINMENT

46-48 Osnaburgh Street, London NW1 3ND
Tel: 071-383 0480 Fax: 071-383 0482

Personal callers welcome

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WHY THE ANGELIC SMILE?

"STUNNING, IMMENSE, EXCELLENT, GREAT, DEFINITIVE, ENORMOUS"

BECAUSE PEOPLE SEEM TO LIKE ME!

THE One 93%

"Experience a complete virtual reality, inside your computer."

88% AMIGA POWER

"A deeply serious, immensely playable and generally ENORMOUS 3D EXPERIENCE that's quite possibly the only game you'll need to buy this year."

ZERO HERO

"With excellent graphics and acres of game play CYBERCON III plunges you into the heart of a defence complex – GREAT STUFF!"

93% CU AMIGA

"A stunningly detailed virtual reality. If you're after the definitive 3D experience, this is where to find it."

1ST ACTION ST RATED 87%

"Cybercon is a game that will entice beginners and keep hardened gamers happy for a long time."

AMIGA FORMAT

"A stunning game... Incredible 3D, which is fast and smooth moving."

90% FORMAT GOLD

COMPUTER +video GAMES 87%

"This is the most involved 3D game I've ever seen."

91%

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"Assembly Line and Ricardo Pinto have done an excellent job on the storyline and game – you're guaranteed hours of fun playing this game – EXCELLENT!"

BECAUSE PEOPLE SEEM TO LIKE ME!
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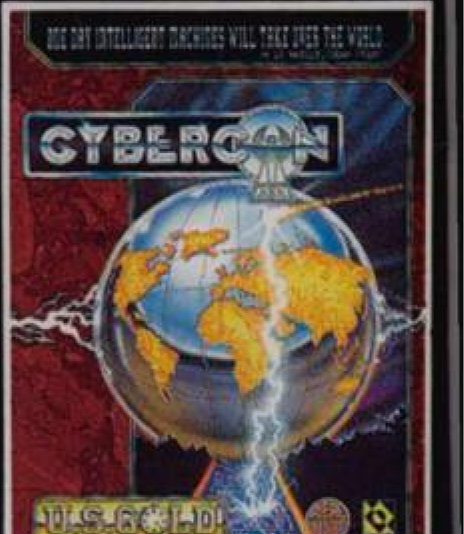

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